

Thief's Challenge II: Beacon Point





1 square = 1 mile

The Isle of Beacon Point

Advanced Dungeons & Dragons®

Official Game
Accessory

Thief's Challenge II: Beacon Point

by Terry Amthor

Introduction	1
I. Background Information	2
II. Personalities	3
III. The Isle of Beacon Point	7
IV. Plot Points	12
V. Conclusion	31

Editing and Development: Steven Miller
Editorial Review: Anne Brown and James Butler
Cover Illustration: Jeff Easley
Interior Illustration: David Day
Cartography: Dori Hein
Typography: Nancy J. Kerkstra
Production: Paul Hanchette

ADVANCED DUNGEONS & DRAGONS, AD&D, ONE-ON-ONE, and DUNGEON MASTER are registered trademarks owned by TSR, Inc. MONSTROUS MANUAL and the TSR logo are trademarks owned by TSR, Inc.
Copyright ©1995 TSR, Inc. All rights reserved. Printed in the U.S.A.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the book and hobby trade by regional distributors.

This product is protected under the copyright laws of the United States of America. Any reproduction or other unlawful use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.



TSR, Inc.
201 Sheridan Springs Road
Lake Geneva,
WI 53147
U.S.A.

TSR Ltd.
120 Church End,
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ISBN 0-7869-0135

9478XXX1501

Thief's Challenge II: Beacon Point is a ONE-ON-ONE® adventure for play by a Dungeon Master (DM) and a single player character (PC) of 4th to 6th level. It is designed to allow a thief character an opportunity to use his unique skills and abilities, either in a one-shot adventure or as a solo diversion from a PC group in an ongoing campaign.

A copy of *The Complete Thief's Handbook* is helpful in running this adventure, but not imperative. Many non-weapon proficiencies possessed by featured NPCs, as well as the buccaneer kit used by the major villains, are detailed therein. Additionally, since the thief PC is placed in a wide variety of situations, a multi-class thief or one generated using a kit from *The Complete Thief's Handbook* would also find this adventure an appropriate challenge.

Before starting play, the DM should read the adventure from beginning to end. Although the scenario seems pretty straightforward—the character is washed up on the shore of an island populated by potentially hostile strangers and a band of blood-thirsty pirates—the adventure will be more rewarding for the player if the DM is familiar with the forces at work on Beacon's Point. This way, the nonplayer characters (NPCs) the thief encounters can be portrayed by the DM in a believable and consistent manner.

For the sake of convenience and clarity, male pronouns are used to refer to the PC throughout the adventure. Female PCs are as suitable for this adventure as male PCs, and the use of "he" does not represent an effort to exclude them. In all cases, "he" should be read as "he or she."

Beacon Point is a small island that serves as a marker used by ships to stay clear of the Bitter Shoals, a treacherous region of coastline infamous among mariners.

The small village of Kalindon on the island's southeast coast has long been a suitable port for trade and supplies—safe as long as ships do not venture west toward the mainland. Inevitably, however, ships hit the rocky shallows, due either to navigational error or storms. The people of Kalindon supplement their living from farming and fishing by salvaging goods from these wrecks.

Some decades ago, the ruler of one of the mainland kingdoms had a lighthouse built on the eastern tip of the island, facing the open sea. He appointed a Royal Lighthouse Keeper to man the tower at all times and maintain the enchanted searchlight. The lighthouse greatly reduced the number of wrecks along the Bitter Shoals, and for decades, the island was a peaceful, sleepy place.



However, a few years ago, a corsair named Balmec stopped at Beacon Point. He took in the situation and realized that it was ripe for exploitation. After making contacts among the less scrupulous of the townspeople, he sailed out of Kalindon and swept to the west. Using a small rowboat to sound out the depths among the reefs and shoals, Balmec got his ship safely to the western shore of the island. There he found just what he wanted: a small natural harbor, cut off from the rest of the island by impassable cliffs.

From this base, Balmec planned to strike at passing merchant ships, seize their cargo, and shatter their hulks on the rocks. Everyone would blame the Bitter Shoals and he would become rich.

One problem was the Royal Lighthouse Keeper, a powerful old wizard by the name of Antonus, who would no doubt witness the acts of piracy. Balmec sent one of his people to either offer the keeper a partnership in crime or to secure his silence through other means. The messenger, however, returned from the meeting *polymorphed* into the shape of a crow.

Balmec decided his scheme would work despite the lighthouse keeper, and began to loot and murder innocent traders. With the help of accomplices in Kalindon, he made sure that Antonus was kept isolated in the lighthouse, prevented from reaching ships that docked at the port and thus alerting the mainland authorities.

By the time of the adventure, almost everyone in Kalindon knew the real reason for most shipwrecks in the area. However, certain town officials are devoted to keeping secret this knowledge. Furthermore, several of Kalindon's business people have come to rely on the pirates for income.

It is into this nest of complacent villainy that the PC is abruptly plunged. A key to his survival will be the ability to tell friend from foe, and in the treacherous waters of Bitter Shoals, that's not always an easy call. There are several paths to success—but many more to failure and even death on Beacon Point.

Following are descriptions of Beacon Point residents who may be important during the adventure. Their basic equipment is listed, though the DM may wish to customize the characters to fit his campaign or gaming style.

Antonius (Wiz8) Human; AC 9; MV 9; hp 24; #AT 1; Dmg 1d4 by dagger; Str 8; Dex 12; Con 11; Int 17; Wis 16; Cha 13; AL LN; THAC0 18.

Weapon Proficiencies: dagger quarterstaff.

Nonweapon Proficiencies: Agriculture 11, Astrology 17, Spellcraft 16, Reading/Writing 18, Weather Sense 16.

Spells Memorized: *charm person, dancing lights, message, shield; continual light, invisibility, irritation; clairvoyance, lightning bolt, wraithform;; dimension door, polymorph other.*

Equipment: Robes, dagger, ring of protection +1, staff of the lighthouse: Controls all doors and portals in the lighthouse (all have permanent wizard lock spells on them, though these are normally inactive; the doors also have regular locks) 100' range, and is the key to the lighthouse beacon-stone.

Antonius is old, bent, and weathered, not unlike the stunted trees that stand near the lighthouse he tends. While he walks with the aid of a staff, he can still get about fairly well. The years of living like a hermit have made him very eccentric both in manner and appearance, and he could seem strange and maybe even insane to a stranger.

Motivations: The Royal Lighthouse Keeper is determined to fulfill his sworn duty to keep the lighthouse operating. He knows that lives depend on his vigilance. However, Antonius is also fearful of the pirates and wary of the townspeople, with reason. He is unsure who is friend and foe in Kalindon.

Balmec (T9/Buccaneer) Human; AC 4; MV 12; hp 63; #AT 1; Dmg by weapon 1d8; Str 17; Dex 17; Con 16; Int 12; Wis 14; Cha 15; AL NE; THAC0 16.

Weapon Proficiencies: broad sword, dagger, composite bow, crossbow.

Nonweapon Proficiencies: Swimming 15, Seamanship 18, Gaming 14, Navigation 10, Direction Sense 15, Looting 17, Rope Use 17, Weather Sense 13.

Thief Abilities: Pick Pockets 20%, Open Locks: 60%, Find/Remove Traps 75%, Move Silently 50%, Hide in Shadows 50%, Detect Noise 15%, Climb Walls 60%, Read Languages: 95%, Backstab x4.

Equipment: broad sword +2, leather armor +1, knee-high boots, dark clothing.

A natural-born leader, Balmec is charming and commands the unquestioning loyalty of his men. . . and why not? His web of piracy and deception along the Bitter Shoals is making them rich on bloody gold. Balmec has almost boyish good looks and favors clothes of subdued browns and greys.

Motivations: Balmec is interested first and foremost in money. He views everyone he encounters in relation to how they might help or hinder him in accumulating treasure. He is ruthless and will protect his situation on Beacon Point at any cost.

Irduin (T4/Wiz4) Half-elf; AC 6; MV 12; hp 18; #AT 1; Dmg by weapon; Str 12; Dex 18; Con 17; Int 16; Wis 11; Cha 12; AL NE; THAC0 19.

Weapon Proficiencies: Dagger, short sword, long bow.

Nonweapon Proficiencies: Appraising 16, Swimming 12, Seamanship 18, Navigation 18, Intimidation 12, Looting 18, Weather Sense 10.

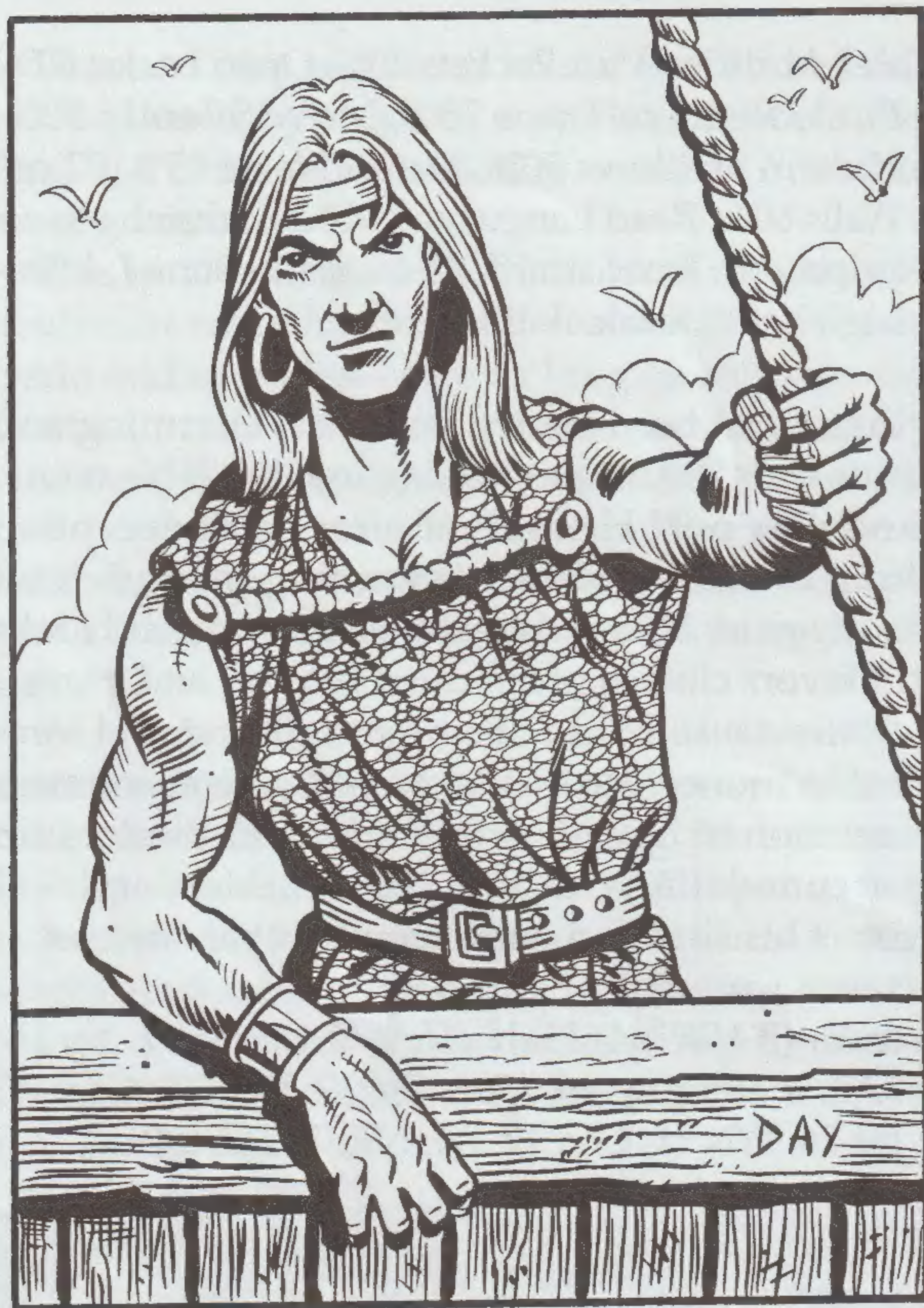
Thief Abilities: Pick Pockets 30%, Open Locks 15%, Find/Remove Traps 40%, Move Silently 60%, Hide in Shadows 50%, Detect Noise 15%, Climb Walls 60%, Read Languages 30%, Backstab x2.

Spells Typically Memorized: *Armor, detect magic, magic missile; forgetx2.*

Equipment: Dagger +2 and long sword +2 (a matched set of blades, each with a gold hilt featuring a large beryl in the pommel), five arrows +1, water-tight metal tube with loose spellbook pages with the spells listed above, plus read magic, shield, alter self and knock, long bow, cloak with golden brooch (worth 20 gp), silk garments.

First mate of the pirate ship *Black Moon*, Irduin is a striking figure. At 6-foot-1 he is tall for a half-elf. He habitually dresses in brightly colored silk clothes and gold jewelry. He is also handsome and vain.

Irduin is deadly with a sword or dagger. His talents as a wizard make him even more deadly,



since he typically starts combat with a *forget* spell, almost always insuring that he gets the first strike against his confused opponent.

Motivations: Irduin enjoys killing. He considers humans to be barely better than animals. (This is in reaction to his cruel human father who beat him as a child.) He tolerates Balmec because of the profits the human's scheme has generated for all involved.

Experienced Pirates (20 2nd-level fighters or buccaneers): AC 10; MV 12; hp 14; #AT 1; Dmg 1d8 (saber); AL N; THAC0 19.

Pirates (20 1st-level fighters): AC 10; MV 12; hp 8; #AT 1; Dmg 1d6 (short sword) AL N; THAC0 20.

Theo (W1) Human: AC 10; MV 12; hp 9; #AT 1; Dmg by weapon; Str 16; Dex 14; Con 15; Int 9; Wis 14; Cha 10; AL CG; THAC0 19.

Weapon Proficiencies: broad sword, harpoon, sling (specialized).

Nonweapon Proficiencies: Animal Lore 9, Fishing 13, Running 9, Swimming 16.

Equipment: broad sword, sling, rope, flint and tinder, candle, cotton shirt and trousers.

Theo does not speak much because he has a bad stutter. He is 17 years old with blond hair and blue eyes and stands 6-feet tall. Orphaned ten years ago, he is now in the care of his aunt and uncle, Gif and Amie Selcar, who operate the Drunken Pelican in Kalindon. The Selcars consider Theo a burden, even though he works hard and has never been any trouble. Theo works in the kitchen of the Drunken Pelican, essentially as a dishwasher/scullery boy.

Theo generally keeps to himself and spends what free time his aunt and uncle allow him exploring the island. From gossip around the town (people speak freely around him, erroneously assuming that he is simple-minded), he has figured out the pirates' schemes.

Motivations: Theo wants to please his aunt and uncle, but never seems to be able to, no matter how hard he works. He would like to see the pirates stopped, because he knows what they are doing is wrong.

Rand Selcar (F2) Human: AC 9; MV 12; hp 16; #AT 1; Dmg by weapon; Str 13; Dex 15; Con 13; Int 11; Wis 9; Cha 12; AL LN; THAC0 19.

Weapon Proficiencies: Long sword (specialized), dagger, short bow.

Nonweapon Proficiencies: Cooking 11, Gaming 13, Running 7, Swimming 13

Equipment: long sword, dagger, short bow, cotton shirt and trousers

About 5-foot-10 tall and lean, Rand is somewhat smaller than his cousin. He is 18 years old, dark-haired, and bears the faint beginning of a beard. Rand's parents—Gif and Amie Selcar—are part of the pirate conspiracy, but have not yet told their son. As a result, Rand thinks Theo's tales about a secret pirate base are childish imaginings, and his parents encourage this assumption.

Rand helps in his parents' inn, serving ales and cleaning rooms.

Motivations: A typical teenager, Rand is curious, full of energy, and always looking for adventure. Unlike his parents, Rand has an honest heart, and if allowed to follow it, will want to stop the pirates.

Constable Dorn (W6) Human; AC 5; MV 10; hp 41; #AT 1 Dmg by weapon; Str 10; Dex 12; Con 11; Int 15; Wis 12; Cha 7; AL NE; THAC0 15.

Weapon Proficiencies: Mace (specialized), long sword, short sword, dagger.

Nonweapon Proficiencies: Gaming 7, Intimidation 10 or 7, Observation 15, Tracking 6.

Equipment: short sword, dagger, chainmail, rough leather clothes, keys to constabulary cells.

Dorn is a swarthy man in his middle years, about 5-foot-7 tall, with a sizable paunch that strains against the chainmail he wears when venturing outside. Dorn is married, but his wife left a few years ago on the trade ship, never to be seen again.

As constable of Kalindon, Dorn is to enforce laws, supervise the jail, and generally keep order. However, he rarely has anything to do other than keeping those who don't approve of piracy in line. Dorn does this mainly with the help of his volunteer "deputies" (half a dozen or so young thugs).

Motivations: Dorn is the classic small-time operator. He's really only Balmec's flunky, but likes to feel that he is in charge. He is greedy, devoid of morals and conscience, and he is a coward who sends other people to do his dirty work.

Thugs (6 1st-level fighters): AC 9; MV 12; hp 6; #AT 1; Dmg by weapon 1d2 (fists) AL CN; THAC0 20.

Chief Elder Jonos (T3) Human; AC 10; MV 11; hp 10; #AT 1; Dmg by weapon; Str 10; Dex 12; Con 9 Int 15; Wis 13; Cha 12; AL N; THAC0 19.

Weapon Proficiencies: dagger, club.

Nonweapon Proficiencies: Alertness 14, Forgery 10, Reading Lips 13.

Thief Abilities: Pick Pockets 20%, Open Locks 30%, Find/Remove Traps 30%, Move Silently 15%, Hide in Shadows 10%, Detect Noise 15%, Climb Walls 60%, Read Languages 30%, Backstab x2.

Equipment: dagger, cane (carried for use as club; Jonos does not need it to walk), robes pouch with two 10 gp agates.

The Chief Elder is no more honest than Dorn, though he is not cruel like the constable. He is also in

the pay of Balmec, and will do whatever he is told.

Motivations: Jonos has grown wealthy from pirate bribes, and has, in turn, bribed or threatened enough townspeople so that his leadership of Kalindon is assured—unless someone disrupts the status quo.

Ebie (T5) Human; AC 6; MV 12; hp 20; #AT 1; Dmg by weapon; Str 11; Dex 18; Con 12; Int 14; Wis 12; Cha 16; AL NE; THAC0 18.

Weapon Proficiencies: dagger, short sword.

Nonweapon Proficiencies: Reading Lips 12, Tightrope Walking 18, Tumbling 18.

Thief Abilities: Pick Pockets 65%, Open Locks: 55%, Find/Remove Traps 45%, Move Silently 60%, Hide in Shadows 55%, Detect Noise 40%, Climb Walls 80%, Read Languages: 30%, Backstab x3.

Equipment: dagger and scabbard of poison, jewelry (earrings worth 20 gp), lockpicks, slitted skirt, and white blouse.

Ebie is 5-foot-4, with curly auburn hair. She normally dresses alluringly, with her shoulders bare and her skirt slitted so it reveals her finely muscled legs when she walks (she wears her dagger strapped high on her thigh where it cannot be seen). When expecting to be confronted with dangerous combat, she wears a suit of non-magical leather armor.

When speaking with males, her manner is always flirtatious. She was an acrobat and exotic dancer in a traveling minstrel show, who augmented her finances by using her good looks to seduce charming young males attending the show and then killing and robbing them. She tried to rob Balmec two years ago, but he was prepared for her murderous intentions. He saw her usefulness to him on Beacon Point. At Balmec's request, she seduced Jonos, and now lives with him as his mistress. Jonos believes she is loyal to him, but Ebie is, in fact, only keeping an eye on him for Balmec.

Motivations: Ebie harbors a strong contempt for men, viewing them as weak creatures who are unable to control their emotions. With the arrival of player character, Ebie will have a new male to toy with. Providing the character is male, Ebie will seek him out to play some of her old games with him. This might get the character thrown in jail by

Dorn, if he flirts back. If Ebie learns of the character through any effort to rally the townspeople against Balmec and the pirates, she will attempt to kill him.

Allie (T9) Race determined by DM; AC 6; MV 12; hp 53; #AT 1; Dmg by weapon; Str 17; Dex 18; Con 16; Int 12; Wis 14; Cha 15; AL Determined by DM; THAC0 16.

Weapon Proficiencies: club, dagger, crossbow, long sword

Nonweapon Proficiencies: Direction Sense 15, Gaming 14, Looting 17, Tumbling 18, Rope Use 17, Weather Sense 13.

Thief Abilities: Pick Pockets 80%, Open Locks: 72%, Find/Remove Traps 70%, Move Silently 70%, Hide in Shadows 56%, Detect Noise 15%, Climb Walls 95%, Read Languages: 45%, Backstab x4.

Equipment: None (although some of the magic weapons and jewelry found in the pirates' treasure hoard may belong to Allie).

Allie is a character whom the thief befriends on the sea journey that launches him into the events of this adventure. DMs can use this character to lend assistance to thief during the climax of the adventure, and a possible NPC ally if this scenario is being used as part of an ongoing campaign. Allie's race, sex, and alignment need to be deter-



mined by the DM. These traits need to be designed with an eye toward making Allie the ideal friend and companion for the thief. (Allie's capture by the pirates should be part of the thief's motivation to take on Balmec and his crew.)

Motivations: This is mostly an area for the DM to design, and this is only necessary to define if the DM wishes to start the adventure with some role-playing encounters. Allie's motivations should match those of the player character fairly closely. In the text of the adventure, it is suggested that Allie offers the thief a position in the guild Allie will be heading. The DM is free to invent a common ground for the two characters that more closely reflects his particular game.

Shantala et Almodar (C2) Human; AC 8; MV 12; hp 12; #AT 1; Dmg by weapon; Str 10; Dex 16; Con 14; Int 13; Wis 17; Cha 15; AL CG; THAC0 20.

Weapon Proficiencies: mancatcher, quarterstaff.

Nonweapon Proficiencies: Healing 15, Herbalism 11.

Spell Typically Memorized: *purify food and drink*, *cure light wounds* x3,

Equipment: quarterstaff, holy symbol (appears to be some form of exotic choker, worth 35 gp), pouch of curative herbs, billowing skirt and loose-fitting green shirt.

A statuesque, exotic beauty, Shantala et Almodar is 6-foot-1 tall, with dark skin and long black hair. A gifted healer, she tends to the illnesses and aches and pains of those on the island. However, she hates the pirates and closes her shop when they are in port. Likewise, it is only with reluctance that she treats pirate allies. Unbeknownst to all on the island, she is a cleric of a god of healing from a distant land.

Motivations: Shantala was shipwrecked on Beacon Point shortly before Balmec turned the island into his base, and she resents the terror and pain that he and his cronies have been inflicting upon the innocent around them. Should the PC stand up to the pirate stooges in Kalindon, she will aid him as best she can.

The Isle of Beacon Point

This section details the overall environment of Beacon Point, as well as a number of secondary locations the thief might visit and the people encountered there while he is on the island. Many of these locations feature one or more NPC that can either help or hinder the character in him in his efforts to either defeat or evade the pirates and their cohorts.

The Island

Several miles out from the eastern continental coast, amid a treacherous region known as the Bitter Shoals, lies Beacon Point. It is the only true island for many miles; while it has many neighbors, all are jagged atolls or nearly submerged shoals.

Beacon Point is about thirty miles in length from north to south and roughly the shape of a kidney. Rocky beaches meet the sea, rising into flat heath and rolling hills along the eastern shores, while the western face is rough mountains. Where these land-types meet, there are foothills and dense forests of oak and fir.

Most of the inhabitants are clustered in the town of Kalindon, on the eastern coast toward the island's southern tip. Fanning out from Kalindon are a half-dozen farms. Six miles north of the town stands the royal lighthouse, its powerful beam sweeping across the ocean every night.

The western shore features the hidden cove where Balmec has created the secret pirate base. This cove was also home to a religious order of a lost culture that lived on the island centuries ago. Finally, the Locathah make their home in the waters off the island's north coast.

Kalindon

Kalindon is a clean, rustic town with a population of roughly 200 people (not including the 80 or so farmers and sheep herders scattered about the isle). South of the town is a harbor that can accommodate up to two mid-sized trading vessels, as well as the town's several fishing boats.

Kalindon is laid out around a square—a grassy plot with a few small trees and a large well in the very center. A dirt street runs around the square,

and most of the town's commercial buildings face it. Also in the square is an open market area where farmers and fishermen barter for goods or sell their harvests.

The buildings around the square include the following commercial establishments. Most proprietors live above or behind their shops, unless otherwise noted. Most buildings are constructed primarily of stone and feature thatched roofs. They are free-standing, each with a garden where the inhabitants grow flowers, herbs, and vegetables. A map of the central part of Kalindon can be found on the inside of this booklet's back cover.

1. Blacksmith

Helcar Mirs (NG) and his teenage son Kel (N) are the primary smiths of Kalindon. The front of the building contains a workshop and display area. The smithy is in the back. The smiths make nails, farming implements, rims for cart wheels, and metal straps for barrels, among other things. The family, which is rounded out by Helcar's wife Mira (N) and their infant daughter, lives above the shop.

Helcar does not approve of the pirating activities, and would like to see Balmec brought to justice. He suspects the pirates are based somewhere on the island, but, despite several scouting missions with his son, as been unable to located it. Helcar and Kel will support the player character in any armed confrontation he wishes to stage (both are 1st-level fighters) and will warn him about Dorn's and Jonos' alliance with Balmec.

2. Dry-goods Store

Theron Varn (N), a widower, operates this large store, stocked with all manner of nonperishables: soaps, blankets and fabrics, crockery, candles, and countless other items. All prices are the same as those found in the *Player's Handbook*. Theron denies the pirates exist, even though many salvaged items find their way onto his shelves. Varn's teenage son Gorek (CN) is one of the Constable's "deputies." The pair lives behind the store.

If the player character approaches either Theron or Gorek about the pirates or anything related to

the pirates, this action will immediately be reported to Dorn.

3. Cooper

Elmar Farren and his wife (both N) live above the small workshop where Elmar builds and repairs barrels. Elmar doesn't care one way or the other about the pirates, but he doesn't want any trouble. If questioned by the thief, neither has any information and claims to know nothing. If at all pressured by the player character, Elmar will report him to Dorn.

4. Weaver

Eldora Wenc (CG) operates the looms in this shop with two spinsters who are remarkable only in their complete blandness. They weave mostly cotton and ramie, but they also work with wool. The trio lives in small chambers above the store.

One of the town Elders, Eldora is a busybody with good intentions. She does not approve of the pirates, and knows that the Constable and Chief Elder Jonos are in their pay. If she discovers the PC is asking questions, she may warn him to avoid these men and Theron at the dry goods store. She will specifically mention the blacksmith and Shantala the herbalist as potential allies.

5. Metalsmith

Specializing in smaller items such as cutlery and tools, Deren Palva (N) also works with a variety of metals, including silver. He appreciates the pirates for the fine metal work they bring him from far-flung lands. He also melts a few things down to be re-cast and sold. His wife, Lotus (NG), pregnant with the couple's second child, is worried that her husband's association with the pirates will lead to trouble. The couple lives behind the shop.

If approached, Deren will have nothing helpful for the thief, and will deny any knowledge of the pirates. Lotus, on the other hand, will attempt to seek out the player character with an offer of food and clothing if he promises to rid the island of Balmec's influence. She knows the *Black Moon* is the pirate ship, and that Dorn is in league with the pirate captain.

6. Cartwright

Cull Wendering (N) makes all manner of carts and wagons, though most are designed to be drawn by one donkey and are thus relatively small. Fond of drink, Cull can often be found at the Drunken Pelican, and spends most mornings on the floor of his shop, sleeping off the drinks of the night before.

Cull has no opinion of the pirates and their plots and is generally too drunk or too hung over to pay attention to the plotting going on around him. He can tell the thief, however, that Jonos and Dorn want to keep Antonus the lighthouse keeper isolated in his tower; as far as Cull knows, this is because the senile old coot offended a merchant captain named Balmec.

7. Cabinetmaker

Ayre Tactual (NG) is an aging and very skilled woodworker. His vision has been fading over the past few years, forcing him to do less work. He dislikes the pirates but will not offer any help to the PC. Ayre has a bed-ridden, fragile wife and fears for her health should Dorn or his "deputies" decide to pay a visit. The childless couple lives in a single room above the shop.

Due to his fear of Dorn, Ayre will not give the thief any information or aid, at least not overtly. He will, however, send anonymous word through Theo that the keeper of the lighthouse is the only trustworthy man on Beacon Point.

8. Tavern: The North Wind

The other tavern in Kalindon is a more sedate establishment that is visited more by residents in search of a good meal than the drink. Owned by Chief Elder Jonos, the Town Elders use the richly appointed common room for their monthly meetings.

An elderly couple (N), who are unaware of the pirate activity, do most of the work at the tavern. Their grown son, Tenkec (CN) helps out around the inn and also performs odd jobs at a farm that Jonos also owns. Tenkec fancies himself an adventurer and will volunteer to assist in any effort the thief stages against the pirates. He is a 2nd-level fighter.

Jonos lives in a suite of rooms on the second

floor of the tavern with Ebie, a fair-skinned woman who is half his age. Jonos considers Ebie his loyal mistress, but she is, in fact, a thief in the service of Balmec who has been charged with keeping an eye on the chief elder. If word of any PC investigations reach Jonos, or if she is approached by the player character, she will alert Balmec to his presence. Should the player character begin to stir up too much trouble, she will take action against him. Ebie will attempt to befriend or seduce the thief, and then attack the character with a dagger drawn from her *scabbard of poison* and coated with Type E poison (immediate, death/2.)

If the DM chooses, Ebie might also approach the thief with an offer to join the pirates, particularly if he slaysirduin during "The Great Escape?" encounter, or possibly after paying some manner of spectacular visit to the hidden pirate base. (See "Chapter V: Conclusion.") Should the player character refuse these offers, Ebie will most likely attempt to kill him as outlined above.

9. Herbalist/Healer

This is the shop and residence of Shantala et Almodar, the island's healer and secretly a cleric of a god worshiped in a distant land. She lives alone above her small herbalist shop. The shop itself is crowded with jars and bins of herbs and spices of virtually every kind. Some are merely for cooking, but many have special properties.

If the PC happens to speak to her she will tell him that Dorn, Jonos, and the "whore he lives with" are all pirate stooges, and that the pirates sail on the ship called *Black Moon*. She will help an injured PC to the best of her ability and will be a vocal supporter of any efforts against the pirates.

10. Baker

Veter and Syndia Tannis (NG) operate and live in the bakery next to the mill. Breads and cakes are made daily. The Tannis' don't care much for the pirate operations, but are afraid to say or do anything because they don't want their 7-year-old son to come to harm. They will be of no help to the thief, but will nonetheless not report him to Dorn.

11. Miller.

Everyone brings their grain to Ferdin the Miller (LN). He has two millstones: one powered by an adjacent stream, the other by a small windmill jutting through his roof. Ferdin is neutral about the pirates, though he isn't too happy about his son Dug (CN) hanging about with the deputies. His wife, Helle (CN), however, sees this as a way for the son to advance himself. The family lives in a small building attached to the mills.

Depending on who is approached in this household, the thief may gain information or trouble; Helle and Dug will report him to Dorn (and Dug will round up a few friends and try to beat the PC silly) while Ferdin will warn him not to speak to anyone about pirates, save the weaver Elder Eldora Wenc.

12. Constabulary

See the detailed description and layout below.

13. Tailor

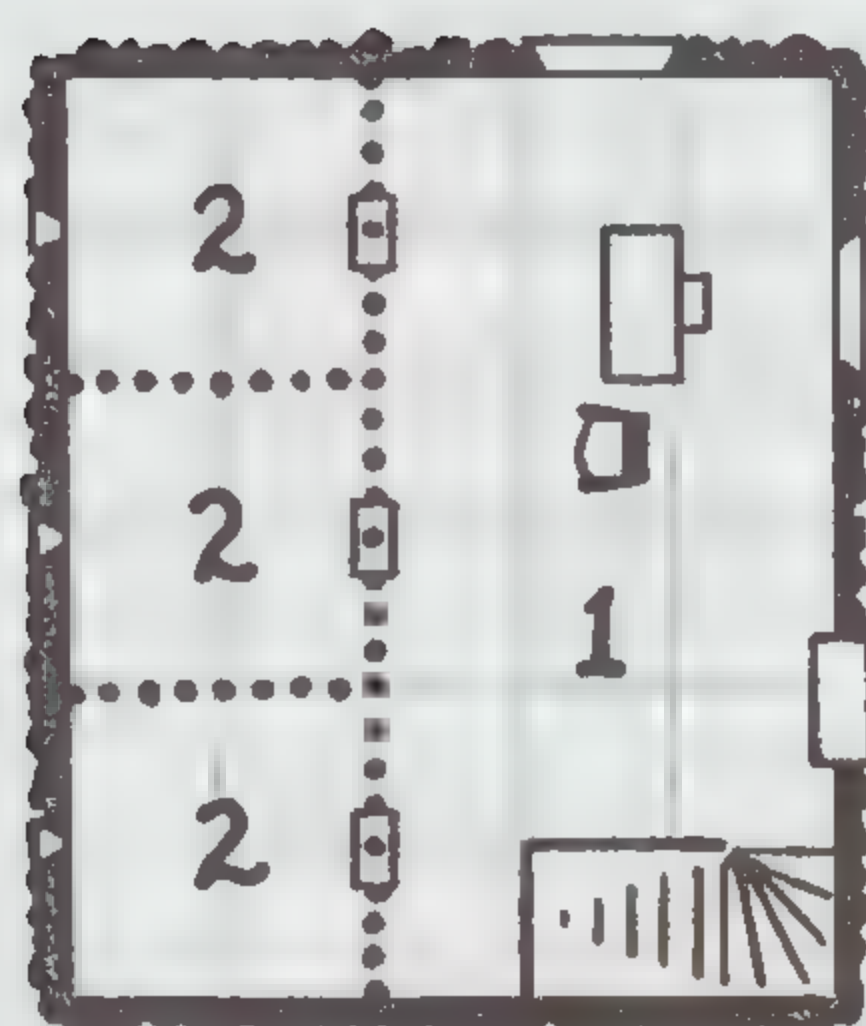
Gerard Torik (N) makes a variety of clothing. One of the town elders, Gerard is a fearful man who doesn't like the pirates but will nonetheless report any PC queries to Dorn. He is a widower; who lives in the building with two daughters (Fawn and Dori, both CN). Both girls are in their twenties and work at the Drunken Pelican. Neither girl is terribly bright, but both are very pretty.

If approached properly by a PC with high charisma, either girl can tell him all the information presented in Chapters II and III about Dorn, Jonos, and the Selcar family. They can also tell the thief that the lighthouse keeper has gone insane in his old age; a few years ago, he turned the pilot from the handsome and charming Captain Balmec's ship into a crow. Ever since they, Dorn has kept the old man from entering Kalindon.

14. Boatwright

Goran Haldane (LN) and his three sons (all N) live on the edge of town but spend their days on the docks, building and repairing boats for the small fleet of fishing vessels of Beacon Point. Haldane's wife and daughter also live in the house. Haldane is on the council of elders and dislikes

The Constabulary



First Level



Second Level

1 square
= 5 feet



the pirates but knows that he is outnumbered.

Although he and his sons are all 0-level, they will take up arms to assist the thief in any venture he might recruit for. Goran will likewise be a vocal supporter of any effort to oust Dorn and Jonos should he think he has support from other townsfolk.

15. Cobbler.

Arex Swinip (CN) is an old man who just wants to be left alone to make shoes. He won't take bribes, but Jonos has accomplished the same thing by just bringing the old man some quality leather to work with. In return, Arex votes for Jonos every year. If approached by the PC about anything but shoes, Arex will report him to Constable Dorn.

16. Tavern and Inn

The Drunken Pelican. See the detailed description and layout below.

The Constabulary

Dorn's headquarters is a stone building with small windows and a heavy oak door. Dorn lives upstairs. The constable can usually be found here with one or two of his "deputies."

1. Office

An open area with a desk and two chairs facing the three cells, this is where Dorn spends much of his time.

Any equipment taken from the PC will be stored in a large drawer on the desk. The lock is simple; attempts to pick in gain a +20% bonus.

2. Cells

Kalindon's jail consists of these three adjacent chambers with iron-barred doors. The locks are simple; attempts to pick them gain a +10% bonus.

3. Dorn's Quarters

This is a single room that is divided along its center by a heavy curtain. On the stairward side of the curtain is a relatively neat sitting area, containing a table and two comfortable chairs. Behind the curtain is a bed with filthy blankets and all manner of personal belongings scattered about.

If the PC searches Dorn's quarters, he will find a strong box under the bed. The box is trapped with a needle that is coated with Type C poison (injected, 2-5 min, 25/2-8).

Inside the box is 103 gp are gems of different values (the portion of Dorn's pirate bribes that he has managed to save), a gold ring with a small red gem (worth 20 gp, this is Dorn's wedding ring), and perhaps one or two bits of incriminating evidence that links Dorn to the pirates, or maybe a clue for use in a future adventure.

The Drunken Pelican

1. Tavern/ Dining Hall

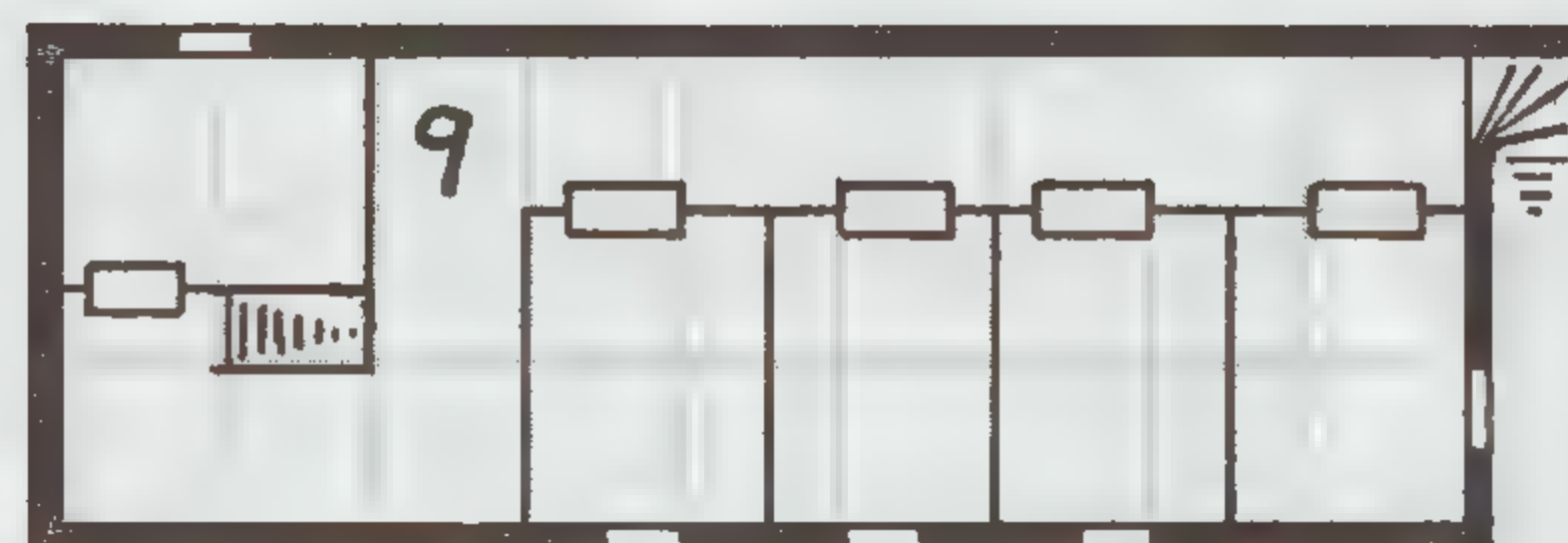
A large room in the front of the inn, this hall boasts a wide hearth and high ceiling and several worn tables flanked with chairs. Gif Selcar makes drinks from a well-stocked bar (thanks to frequent trade visits and pirate booty). The Torik sisters, Fawn and Dori, serve drinks and food with help from Rand.

Plot Points

The Drunken Pelican



First Level



Second Level



1 square = 5 feet

2. Kitchen.

Amie is in charge here, overseeing the preparation of food. If Theo isn't running errands or off exploring, he is here washing dishes.

3. Stairs

These lead to the second floor or the inn and the guest rooms.

4. Selcar Living/Dining Area.

The Selcar family lives at the back of the Drunken Pelican. This is a combination dining room/living area where the family gathers. Food is prepared in the Pelican kitchen.

5. Amie and Gif's Room

This cozy bedroom has been furnished primarily with salvaged goods. A small marble carving of an elephant stands on a shelf above the door. This carving, unknown to the Selcars, is actually a *figurine of wondrous power* (as described in the *DUNGEON MASTER® Guide*).

6. Rand and Theo's Room

Like all teenage boys, Rand and Theo have trouble keeping their room neat. It is furnished with bunkbeds, a chest, and a small writing table.

7. Office

Gif keeps the Pelican records here at a large old desk. On the western wall is a secret panel, behind which is a locked strongbox containing 45 gp and 210 sp. It is not trapped.

8. Stable

A small affair with just space for five horses or donkeys. It is usually kept clean by Theo.

9. Guest Rooms.

The inn has four rooms with large beds featuring straw-filled mattresses. Each room is of similar quality as the rest, and each bed can hold up to three adult humans.

This section, details a number of possible encounters that serve a variety of purposes toward advancing the adventure's plot and involving the character, ranging from getting the PC to Beacon Point to giving him a reason to want to fight Balmec's pirates.

As the adventure progresses, some of these may not happen in the order presented, and others may not happen at all, but that is not critical. The DM should be familiar with all of the possible encounters, so that he or she is prepared if the thief decides to take a side-trip.

Starting the Adventure

If this adventure is used as part of a campaign, the DM may need to provide a reason for the PC to take the sea journey that will land him on Beacon Point, and create the motivation for wanting to bring down Balmec and his pirates. If this adventure is used independently or as a way to launch a new PC, the following text should serve as the set-up to adventure:

With little more than your trusty lockpicks and a handful of coins, you're heading for new coasts. (DM Note: the character's personal treasure and equipment before the adventure begins is of little importance.)

Most of your money went to book passage on the ship, and for the first couple of days at sea, you were glumly thinking about starting over penniless in a new land . . . but then you saw one of the other passengers, Allie, strutting around the deck in all manner of finery. Of seemingly noble bearing, Allie was also a seemingly perfect target, until you tried to pilfer a ring or two; that's when it became apparent that Allie was a fellow professional.

You and Allie quickly became fast friends, and the prospect of starting over began to seem less gloomy. Your ship was two days away from your destination when Allie made the offer to give you a ranking position in the new guild, and as you both went to your cabins that night, you knew a bright future was waiting.

You fall asleep easily, but are awakened suddenly by loud shouts and the sound of combat outside your cabin.

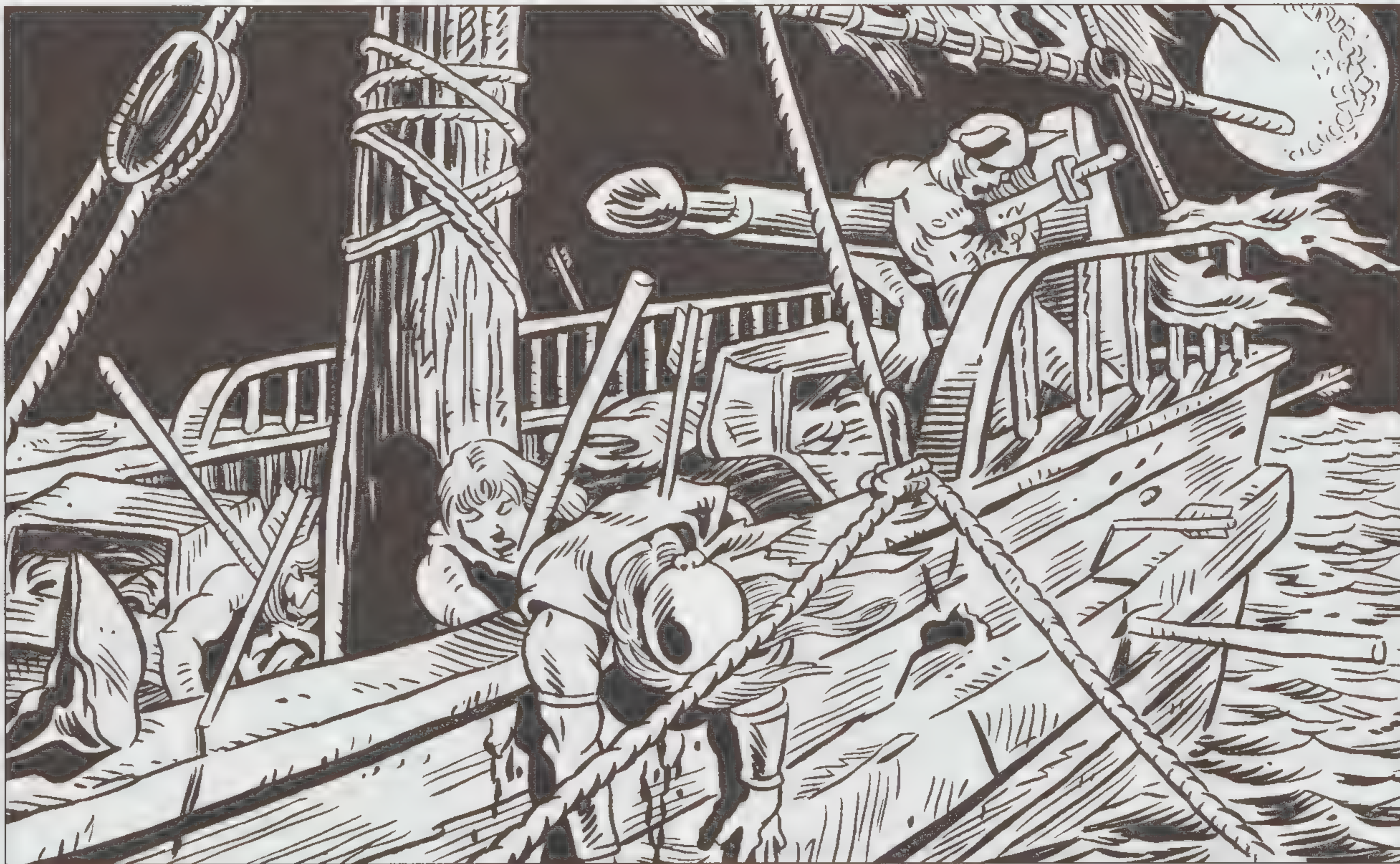
Allow the PC to make whatever preparation he desires.

Should he attempt to hide in the cabin, the door will swing open after a couple of rounds (as Irduin casts *knock*, assuming the PC locked the cabin door) and 1d6 pirates rush in. The PC will be spotted and if he begins to defend himself, he will need to make a saving throw versus spells with a -2 penalty, as Irduin casts *forget* from the back of the fray. Should the PC fail the saving throw, and thus stand momentarily bewildered, he is suddenly struck unconscious by a blow across the face. His last sight is the blurred image of a sneering, fine-featured face.

Should the PC leave his cabin to join in the chaotic battle taking place on the deck, he will be met by 1d3 pirates. The NPCs move to engage him, as the PC sees his new friend Allie fall before a mighty blow struck by a tall, lithe figure dressed in brightly colored clothes. As the PC fights the pirates, he needs to make a saving throw versus spell with a -2 penalty. Should the saving throw fail, the PC is gripped momentarily by confusion as Irduin's *forget* spell wipes the previous two minutes from his mind. Before he manages to gather his wits, he is struck unconscious by a vicious blow to the head.

If the PC makes his save in either case, wave upon wave of pirates attack him, causing primarily subdual damage. (The object is not to kill the PC, but to get him in a position to start the main adventure; the DM should, however, make it seem that the PC is being slaughtered by the overwhelming foes, perhaps by even hitting him with a volley of *magic missiles* from somewhere behind the melee attackers. Dramatics and seeming lethality is the key to this combat.) Should the PC surrender, he is struck unconscious by a blow to the head.

Regardless of the how the battle with the pirates plays itself out, the PC should end up unconscious. Once this has been achieved, read the following:



The world swims into focus with a painful throbbing against your skull. You touch your face and your hand comes away damp with your drying blood.

Your head spins as you struggle to your feet and take in the carnage around you. In the light of the full moon, you see the ship's deck is strewn with the bodies of crew and passengers. As you stumble across the deck, absent-mindedly picking up a bloodied sword, you don't see Allie's body anywhere.

Should the PC try to take stock of his belongings, he will find that everything but well-hidden (such as inside a hollow boot heel) valuables have been taken from his person. If the PC had his lock-pick set with him, he will find it nearby, dropped on the deck by a careless buccaneer. No other valuables can be found. Once the character has taken stock of the situation, and particularly if he should try to return to his cabin or go below deck, read the following:

As you realize that the ship's attackers must have left you for dead, a beam of blue-white light sweeps across the deck and out over the water, revealing black jagged rocks all around. Moments later, the ship shudders and a terrible shriek of tearing wood fills the night. The deck buckles beneath your feet, the ship lurches sharply, and you are thrown into the black, chilly waters. Clutching your weapon, you manage to stay afloat by hanging onto a shattered plank.

The cold water begins to numb your limbs, and a pounding fills your ears. As you desperately try to keep from slipping back into unconsciousness, the pounding grows deafening and the waves buffet you mercilessly. Far above, the mysterious beam of light sweeps through the darkness . . . and you find yourself defeated yet again; this time by oblivion.

On the Beach

The PC awakens the next morning on a beach, the rising sun casting a bluish tint over everything. A morning chill hangs in the air, but a small fire near by warms his skin. Also nearby is some food wrapped in a piece of rough cloth, with a note attached. The note reads, "Hope you're feeling better." It is unsigned.

As he looks around, he notices footprints leading toward jagged cliffs, at the very top of which stands a tall stone tower. The thief can see that the very top of the tower seems to be made entirely of glass that is glinting in the sunlight. The tower appears dark and forbidding. This is the royal lighthouse on Beacon Point, although he presently has no way of knowing that he is on an island.

The PC will probably turn his attention to securing more food, fresh water and clean, dry clothes. (Presently, he has no possessions save the weapon that had been in his hand, and possibly his lock

picks.) Reaching civilization or finding his unknown benefactor is probably foremost in the PC's mind.

While the lighthouse is the only building in sight, and the tracks in the sand lead in that direction, there is no path from the beach up to it. The cliffs are steep and cannot be safely climbed by anyone save a properly equipped mountaineer. Should the thief attempt the climb, he will need to make six Climb Walls checks, beginning at a -30% penalty and adding -10% per check. However, the cliff slopes downward to the south, and if the PC goes that way for roughly a mile, he comes upon a well-traveled road that leads inland over the cliff.

If the thief follows the road inland, he comes reaches the island's central moor. A rough path splits off from the road, leading toward the lighthouse, which is still the only structure in sight. The main road continues southward, winding its way through a rolling heath dotted with a few clumps of low, windblown trees, strange rock formations and some scraggly shrubs, running right up to the cliffs. Eventually, the character reaches one of the outlying farms and meets Theo and Rand as they head to the northern beaches in search of salvage. (This encounter plays as outlined below, except Antonus does not put in an appearance and there is no combat with a giant crab.

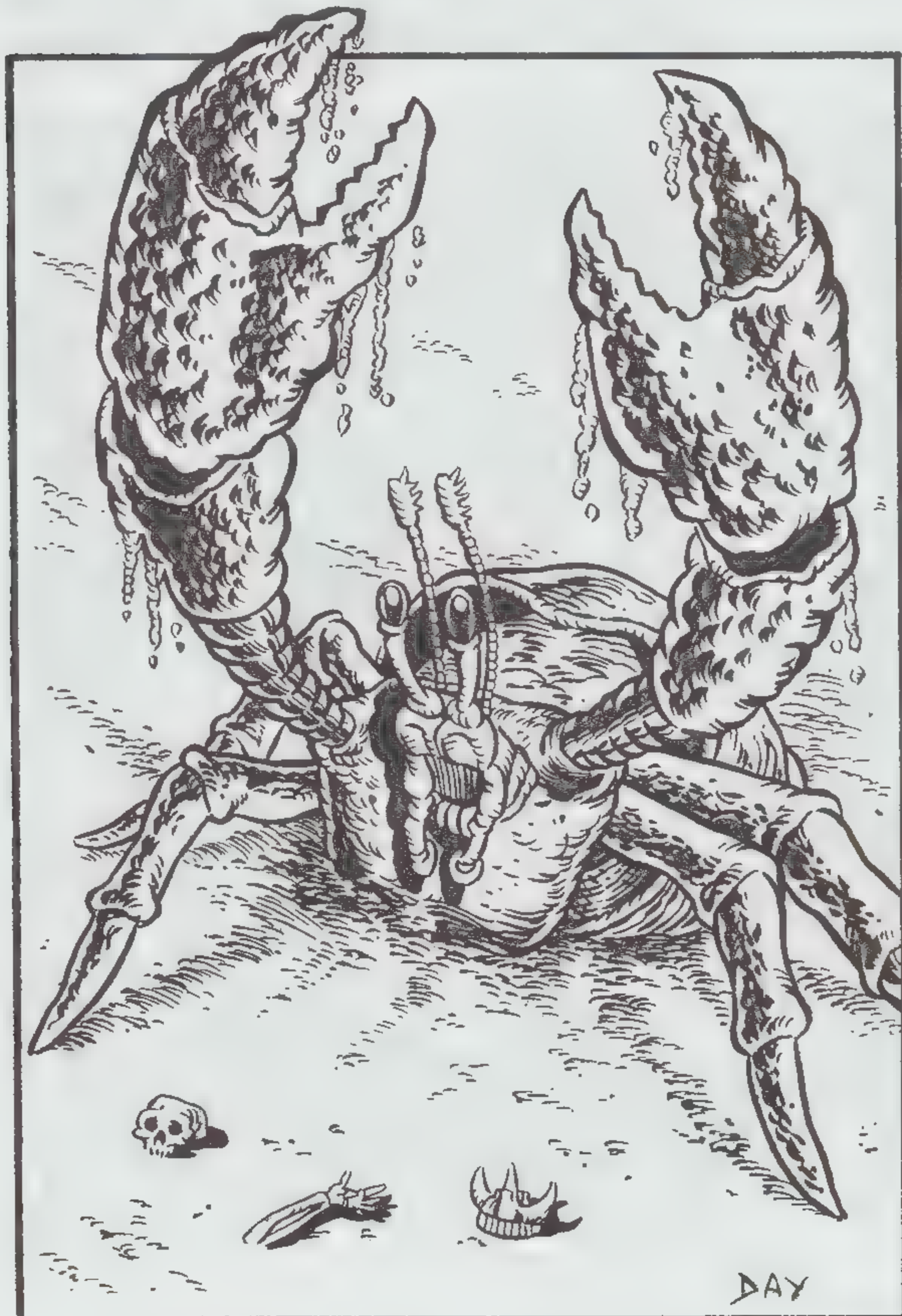
If the PC follows the path to the Royal Lighthouse, the DM should consult the section titled "The Lighthouse" later in this chapter.

If the character continues southward along the beach, he barely takes 20 paces before he hears an odd clicking sound behind him. When he turns to look, he sees a giant crab scurrying toward him, its huge pincers opening and closing rapidly in anticipation of snapping him in half.

Giant Crab: Int Non; AL N; AC 3; MV 9; HD 3; hp 21; THAC0 17; AT#2; Dmg 2-8/2-8; SZ L; ML13; XP 65

It is likely the thief is outclassed by this creature, but all is not lost. After one round of combat, two teenage boys come rushing to his aid, swinging sticks wildly at the giant crab. These boys are Rand and Theo, described in Chapter Two.

The boys' blows glance harmlessly off the creature's armor, but the round after their arrival, a



volley of four *magic missiles* streak from the direction of the lighthouse, probably killing the crab.

Once the crab is dead, the thief spots a bent figure standing atop a knoll well over 100 yards away. It is Antonus (described in Chapter Two), and once the PC and boys are safe, he turns, and, leaning on a staff, leaves the knoll and disappears from view.

Rand remarks in an excited tone that they were all lucky to survive between the giant crab and the "crazy lighthouse keeper." Theo will stutter an objection to this description of Antonus, but Rand will be adamant that the lighthouse keeper is dangerous and crazy. Should the thief ask about Antonus, Rand will continue to insist that the old man is crazy, citing both the constable of Kalindon and his father as experts on this subject.

Rand quickly begins quizzing the PC, asking questions such as, "What's your name?", "Where are you from?", "Are you a survivor from last night's wreck?", "Are you a sailor who jumped ship?", "Did you kill anyone?", etc. Eventually, he gets around to introducing himself and Theo, and explains that they were heading to the beach to look for salvage that might have washed up from the wrecked ship. Rand also offers to bring the PC to Kalindon where he is sure that his parents will help him.

Kalindon is about five miles from the point where the trail branches off to the lighthouse. A smart PC will use this time with the boys to get plenty of information about his surroundings. And Rand will continue to question the PC with an innocent tactlessness (and wild imagination) about how he got onto the island.

However, if the PC mentions that his ship may have been attacked by pirates, Rand will look surprised and say "Pirates! My father says there are no pirates around here, but Theo thinks there are—did you see any?" Regardless of the reply, Rand will now begin to question and doubt everything the PC says.

Theo will be quiet for most of the trip, but may attempt to make a stuttering comment about the pirates, which will be cut off by a sneering comment about his "stupidity" from Rand.

Rand's attitude toward both Antonus and the pirates, and several references to his father and Constable Dorn as reliable, trust-worthy

observers, should begin to sow seeds of suspicion in the PC's mind.

The DM should role-play this for as long as the player wants; the five-mile walk could take as long as two hours depending on the thief's pace. There are scattered farms along the way, but the area is thinly populated.

The PC might choose to stop at one of the farms instead of going into town. Any farmer approached will be happy to let the PC sleep in the barn, but will be unable to spare any food or clothing. Unless the character wishes to rob a dirt-poor peasant family of what little it owns, the only place he will find food and equipment is Kalindon, and possibly the Royal Lighthouse. None of the farmers know about the pirates.

Arriving in Kalindon

At last, the long hike comes to an end, as the characters come over a ridge and find themselves in Kalindon.

As the boys lead the PC to a large building that sports an amateurishly painted sign bearing a staggering pelican with a fish popping out of its beak and the words "The Drunken Pelican" underneath, he notices that the townsfolk gathered in the market square are staring. Some have clear hostility on their faces, and as the PC reaches the door to the inn, a woman, Syndia from location 10 on the map, eyes him with a fearful expression snatches up a young who had been playing in the dirt and hurries off. (The hostile townsfolk are in league with the pirates, and the pregnant woman was Lotus, the metal-smith's wife. All have already guessed that the thief is a survivor of one of Balmec's attacks.) Rand reacts with confusion if the thief questions him about the hostile looks, and Theo just shrugs.

✱ Inside, the Pelican is dimly lit and deserted except for three middle-aged men at the bar (they are Theron Varn the dry-goods shopkeeper, Alrid Chaok, a farmer in town to buy supplies, and Gif Selcar, who is behind the bar polishing glasses.) As the PC and boys enter, Amie Selcar will also emerge from the kitchen. They all exchange worried glances except Chaok, who knows nothing of the pirates. Rand will repeat any mention the PC has made of pirates with obvious amusement, and



this only confirms their fears.

At this, or any other mention of pirates, Gif tells Amie to get the guest some food and clean clothes while he goes to find the constable. They both seem very concerned about the PC's well-being and comfort.

If the thief tries to discuss the pirates with the other characters in the tavern, Amie says the only pirates near Beacon Point are those in the wild tales of boys and drunken seafarers. Varn will agree with her, perhaps a bit too quickly, and when Chaok expresses an interest in hearing more about these pirates, the merchant will hurry his customer outside. Rand suggests that perhaps the thief's boat struck a reef and he is confused, and Amie excuses herself, leaving the thief alone with the boys.

Shortly after Amie brings the thief a change of clothes, an ale, and a bowl of hot stew, Gif returns with Constable Dorn and two large, unintelligent-looking young men. Gif introduces Dorn to the thief, saying that the constable has a few questions, then goes back into the kitchen, taking Theo with him

and instructing Rand to finish polishing the glasses.

With his two "deputies" lounging by the door (one makes a point of taking out a large knife and cleaning his grimy fingernails), Dorn puffs himself up and struts around the room with his hands clasped behind his back.

The swarthy constable speaks in a self-important tone. "You need to know, boy, [or "honey," if the PC is female] that I like things nice and peaceful." He glares at you. "Rand's daddy said you're telling tales of your ship being attacked by pirates. Pirates! If you keep spreading nonsense like that, you'll be disturbing the peace in my town, and I won't stand for that. So, how did you end up on Beacon Point? And spare me the fantasies about pirates; if you're a pilot and you ran your ship aground on the shoals, you might as well just admit it."

If the thief gets the message and replaces the truth with even a remotely convincing lie, Dorn says, "Well, that's a relief. I don't want any panic because of unfounded rumors about imaginary pirates around town..."

Dorn tells the PC that he is welcome in Kalindon until the next merchant ship comes by in two weeks or so. He suggests the PC make himself useful and earn his keep. Then, feeling that he has skillfully solved this problem, he will take his leave of the *Pelican*, announcing to the Selcars on the way out that he'll be back that evening for an ale or two.

On the other hand, if the PC insists on the pirate story, Dorn becomes furious and arrests him for disturbing the peace; if the PC doesn't go to the jail peacefully, the thugs will attack to subdue him (use the unarmed combat rules in the *Player's Handbook*). Should the PC be too much for them to handle, Dorn will enter the fray with lethal force. Hopefully, the PC will surrender, and will be lead (or carried) off with Rand looking on, an aghast expression on his face.

If the PC manages to keep himself out of jail, he still has nowhere to stay and no money. Rand is certain that his parents will help him out, and, sure enough, Gif offers him a stall in the *Pelican's* small stable and two meals a day if the thief will

clean the stables and perform other odd jobs.

Obviously, this sort of work isn't going to sit well with an experienced thief, but burglary in such a small town would be a foolish idea—suspicion would immediately fall on the newcomer. So, unless the PC leaves Kalindon, which won't improve his situation much, he has few other options except to work hard for pretty poor food.

Theo will be the only bright spot in the drudgery. He brings the thief additional food, and during his own sparse free time will ask to hear stories about the outside world. (Kalindon is really a pretty dull place, despite the petty intrigues.) If the PC tries to press Theo about the pirates, though, Theo will become nervous and clumsily evasive. (After the pirates visit, however, he may tell what he knows.)

The thief might also meet many of the other townspeople during this time, and gradually begin to discover who is friend or foe, and how entrenched the pirates are in the small community. Later, when the thief returns from the pirate base, any encounters in town may form the groundwork to overthrow the crooked constable and town elders. On the other hand, encounters in town might also land the thief in jail.

The *Black Moon* Visits

The thief either has had a few days of drudgery or utter boredom (Dorn and his dim-witted "deputies" keep a sharp eye on the PC and treat him with utmost caution) when a ship pulls into the harbor. The caravel has gray sails and flies a flag of a black sickle moon on a red field.

Captain Balmec and his crew are welcomed at Kalindon. They bring gold and interesting items to trade for supplies. Several crewmembers come to the Drunken Pelican that night to drink (and harass the women).

If the PC comes to the common room that evening, he will recognize a brightly clad half-elf, Irduin, alone at a table in the corner, scowling at the reveling human pirates. (The PC ought to be able to figure out by now that the *Black Moon* is the pirate ship, if he doesn't know already.) If he catches Irduin's eye, there is a 25% chance that the first mate will recognize him, in which case the thief is in great danger. If the thief goes up and introduces himself, as a rogue whose bravado outstrips his common sense might do, the half-elf recognizes him immediately. Irduin won't fight the



PC in the Pelican, but will track him down when he is alone later that night and attack him in a situation similar to the one described in the section titled "The Great Escape?"

During the evening, Dorn arrives at the tavern and goes immediately to the table where Balmec is sitting. As the two leave the tavern together, Irduin gets up and follows. Should the PC choose to trail them, he finds that they go to the North Wind and meet with Jonos. Should he get close enough to eavesdrop on the meeting, he will learn that he is the topic of conversation. Balmec suggests sending him to deal with the irritating lighthouse keeper, hoping to use one problem to solve another . . .

Some of the crewmen of the *Black Moon*—including Irduin—stay overnight at the inn. (Balmec returns to the ship.) An opportunity for a little burglary presents itself here; this would be less risky than picking pockets in the middle of the common room. These crewmen will probably be drunk and sleeping deeply, so relieving them of a little gold would be relatively easy. However, if the thief takes too much, there could be a backlash (50% chance Dorn and the "deputies" will come looking, in force, for the thief) the next morning when the pirates realize that they've been robbed. (Each pirate has 1d10 sp and 1d6 gp on his person, while Irduin has 37 gp.)

In any event, the *Black Moon* sails the next morning, maintaining a pretense that she is a trade ship bound for a port somewhere to the south.

The Great Escape?

If the thief is arrested at some point during the adventure, he will most likely be behind bars when the *Black Moon* makes port.

In this case, Dorn is chatting with his "deputy" on the evening of the ship's arrival when Balmec and Irduin arrive to speak with the constable. The thief will recognize the half-elf. The three men go upstairs to Dorn's private quarters. As they go, Irduin does a double-take, obviously recognizing the thief as well.

The PC will probably recognize the desperation of his position, but under the watchful eye of the 'deputy,' he can do little more than squirm like a

rat in a trap. Minutes later, it seems his fears are about to be confirmed as Dorn comes back downstairs, a smug look on his face.

"Well, boy, you'll be thrilled to know that my suspicions about you were confirmed." Dorn's voice is full of contempt. "You're either a liar or just plain loco. Captain Balmec picked up some survivors from a wreck a couple of days ago, and they said their ship hit a reef."

The constable walks over to your cell and double-checks that it is securely locked by shaking the door. "Chief Elder Jonos will decide what to do with you tomorrow." To the "deputy" he says, "Go to the Pelican and get us some grub, will ya?"

"What about him?" the young man asks with a nod in your direction.

"He's safely tucked away. Just leave the key with me."

The deputy hands over the key and leaves. Dorn goes to hook the key ring on his belt but then has a sudden coughing fit. The sound of his coughing drowns out the metallic rattle as the key fails to attach to his belt and falls to the floor.

"Sleep tight, nutcase," Dorn sneers, heading up the stairs. Moments later, the sounds of laughter float down from above.

The key has fallen within the thief's reach. He can just manage to grab it if he lays on the floor and stretches for it. He can now unlock the cell, grab his equipment and run for it—if he wishes.

There isn't really anywhere to which the thief can run, and he may recognize that he has just been set up; Dorn and Balmec have contrived to have the PC killed while attempting to escape.

If the thief ignores the key and sits tight, the "deputy" returns with the food and goes upstairs. Dorn comes down with him momentarily and, sending a withering look the thief's way, picks up the key and gives it to the young man. "If he as much as sneezes, I want you to beat the tar out of him," Dorn tells the 'deputy' as he stomps upstairs. Balmec leaves a few hours later. The thief

does not see Irduin leave, as the half-elf climbed out of the second story window earlier that evening to prepare what Dorn and Balmec had hoped would be the thief's demise. The thief, however, can smugly enjoy the spartan comfort of his cell and the fact that he outsmarted the villains this time. The adventure continues in the section titled "An Offer."

If the PC doesn't recognize the transparent set-up and takes the chance to escape, he is intercepted by Irduin and two pirates.

The thief hears Irduin's mocking voice, "Why look, men. It's an escaping prisoner . . . I suppose we should perform our civic duty!" The half-elf then leads with his habitual *forget* spell, after which he and the pirates close for the kill, seemingly materializing from nearby shadows.

After one round of combat, Irduin steps back from the battle to hit the thief with another *forget* spell when his spell is ruined by a sling bullet that strikes him squarely on the forehead. As the half-elf reels, Theo and Rand come charging at the combatants with weapons drawn.

"Get the fop!" Rand shouts, referring to the gaily clad Irduin, as he and Theo engage the pirates. If the PC is unarmed, one of the boys throw him a weapon. The thief is then engaged by the snarling half-elf.

Irduin fights to the death if the thief is human, but will attempt to escape if reduced to 25% of his hit points if he is fighting a demi-human or humanoid character. Theo and Rand will be occupied with their opponents until the thief's one-on-one duel with Irduin is resolved.

Once the pirates are dispatched, Rand and Theo hurry the PC out of sight behind the Pelican's stable. Rand apologizes for not believing the PC earlier, but all the adults in Kalindon had been denying that there were pirates on the island for years, and so he was certain they were right. However, after Dorn jailed the PC for no reason, (or when he heard Irduin talking with Dorn about killing the PC, if the character wasn't jailed), he felt something was wrong and started listening to Theo. Rand asks Theo to tell the thief what he knows about the pirates.

Theo has a pretty good grasp of what is going on in Kalindon. Stuttering, he tells the thief that he

knows there is a hidden pirate base on the island's west coast. He doesn't know exactly where, but he thinks the lighthouse keeper Antonus might know. He knows a little about the pirates' dealings with the townspeople because they talk in front of Theo, thinking that he doesn't really understand the implications, and more than once they have cursed Antonus for being a threat to their wealth and safety.

Rand suggests that the thief go to the lighthouse keeper. Once the dead pirates are discovered, Dorn will turn Kalindon and the entire island upside down in search of him. The thief will be safe at the lighthouse, as all the townsfolk fear Antonus as a powerful wizard. Further, Rand says he will tell Dorn that he and Theo spotted the PC heading inland toward the farms.

With more than a week to go before the next ship comes and no place to hide in Kalindon, the PC will undoubtedly head to the lighthouse. Rand promises that he and Theo will follow to wipe out the pirate base once they have diverted Dorn.



If the character chooses not to go to the lighthouse, suggestions for what happens next can be found under "Concluding the Adventure." The events in the Royal Lighthouse are covered in "The Lighthouse."

An Offer

If the thief didn't try to escape from jail, or if he has managed to stay out of trouble, Constable Dorn and Chief Town Elder Jonos will pay the PC a visit shortly after the *Black Moon* sets sail.

If the thief was robbing pirates the night before, he will of course be nervous, but that is not the reason for the visit. Jonos says that he has a little mission that the PC might be interested in—he and the constable were reminded of it by Balmec's visit.

Dorn explains that the lighthouse on the eastern point was once a great aid to ships at night, but the keeper has grown quite senile and now turns the light on and off at a whim, luring ships onto the deadly shoals. The town elders have a standing reward of 100 gold pieces to anyone who can dispose of the lighthouse keeper. Jonos suggests that perhaps the very ship the character was on was a victim of the old lunatic.

If the thief asks why they are afraid of an old man, Elder Jonos says, "The man is a conjurer; he is dangerous, and we are not experienced with such arts. He's already turned one man into a beast . . . Captain Balmec lost a crewmember when the crazy old man turned him into a crow on a whim. We just want him out of the lighthouse so he can do no more harm, and we give you permission to use whatever means you deem prudent."

Dorn adds with a wink that surely the old man would be no match for someone as clever as the thief.

If the PC seems reluctant to undertake this mission, the constable might apply pressure, including the implicit threat of (continued) imprisonment on real or manufactured charges.

Assuming the PC does agree, he is allowed to stay in a room at the Pelican that night and is given a hearty breakfast, all free of charge, before starting out the next morning.

The Lighthouse

The journey to the lighthouse is uneventful (unless the DM wishes to create an encounter). The PC can follow the same route he took to Kalindon a few days earlier. Depending on the time of day, the eerie beam from the top of tower may occasionally sweep across the PC's path as he heads toward the lighthouse.

The lighthouse is perched on the very edge of a precipice overlooking the narrow beach. The base of the tower more than 100 feet above the surf. The wind is constantly blowing fiercely around it, bending what trees grow that here into grotesque shapes.

The thief can see the lighthouse from some distance; the tower is more than 80 feet high. It is a cylindrical structure tapering towards the top, made of gray stone broken only by a few narrow, arched windows. At the top is a round chamber completely encased in glass and capped by a conical copper roof. Even from a distance, the lighthouse is obviously the product of far more resources than those available to the inhabitants of Beacon Point. Nothing can be seen behind the dark glass. It is an impressive and daunting sight, even more so from the beach.

A high stone wall surrounds the tower, broken only by a wooden gate. The wall is topped by sharp seashell fragments set in concrete. The gate is unlocked. If the thief fails to consider trying the gate, he will have to make a successful Climb Walls roll and take 1d6 points of damage from the seashell fragments. Opening the gate is much easier, and there's no real advantage to climbing the wall since there is no cover.

Once past the wall, the PC finds a dramatic change to the desolate, windswept land around the tower. Inside a 100'-square courtyard, sheltered from the tearing winds, is a beautiful garden of flowers and vegetables, and a small well. Everything is carefully tended and perfectly maintained. No one in sight.

Following a winding path, the thief arrives at the entrance to the tower: a tall door with a pointed arch. If the thief knocks, he gets no response. The door is not locked.

The considerable skill and resources used in

building the lighthouse are evident inside as well as out. All the walls are of close-fitting stone, the doors are solid planks of oak bound with heavy iron straps and equipped with well-built locks (-20% penalty to all Open Locks attempts, although most doors are unlocked).

The tower is filled with a strange humming sound that is *felt* in a character's bones as much as it is heard. Although the character will probably not learn this, this effect is produced by the magical power source buried deep below the lighthouse. The humming should unnerve the PC as it negates his Detect Noise ability completely.

Ground Floor

1. Foyer

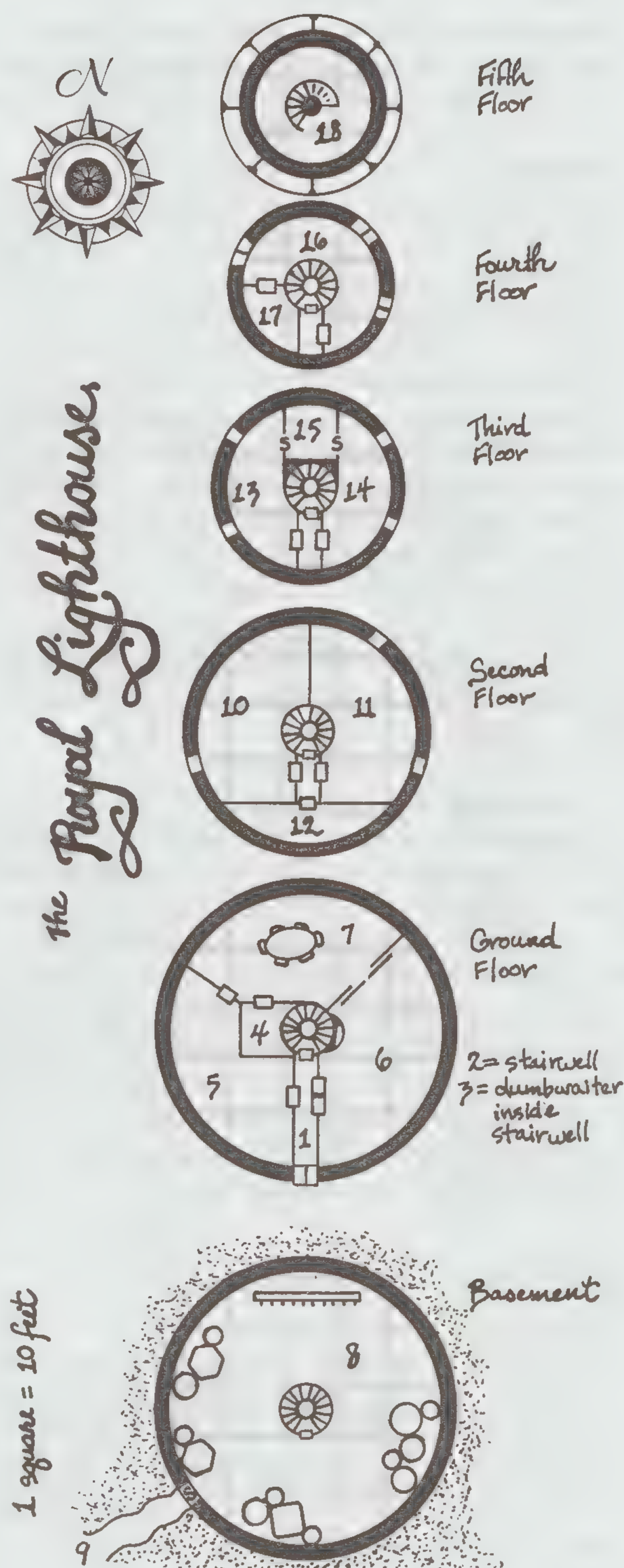
This is a wide corridor extending almost to the center of the tower. A single door is on the left wall, double doors are on the right, and a tall single door is at the end of the hall. The walls are bare, and the floor is smooth flagstones. Small crystal lamps hang from the ceiling, each with a flame-shaped gem where an oil wick would be. The gems burn with *continual light* spells, but they flicker like real flames.

2. Stairwell

Twisting through the center of the tower is a great stone spiral staircase. The stairway is enclosed, and opens onto a small landing on each floor, separated from the rest of the floor by a heavy iron door. The stairwell is illuminated by crystal lamps set in the walls, with flames like those in the hallway.

3. Dumbwaiter

Built into the core of the stairwell, this miniature elevator serves all floors except the light chamber at the very top. There is a door on each landing and an elaborate system of pulleys and weights to allow it to be used with relative ease. It is designed for transporting supplies from the storeroom to the upper levels. While it is not large enough to carry a human, a gnome or slight elven female could conceivably ride it.



4. Toilet

An ingenious plumbing arrangement uses rain-water captured in a cistern on the roof in a cistern to supply water for washing and "flushing."

5. Kitchen

A well-equipped, kitchen, this room features a sink, counter area, and a large stove. A small pile of dirty crockery rests on the stove. Bundles of dried herbs hang from the ceiling.

6. Drawing Room

Double doors open onto this beautiful room. Six colorful tapestries depicting ships and coastal scenes (worth 200 gp each) hang from the walls, and the floor is covered with four thick rugs (worth 100 gp each). All the furniture is highly ornate and is carved with fish, shells, dolphins or sea-horses. A large curving hearth of black marble fills one wall, and beautiful lamps of crystal line the room. A set of sliding doors opens into the dining room.

6. Dining Room

A large table is surrounded by six high-backed chairs. A massive sideboard and china cabinet stand along the wall. Dirty dishes are at one end of the table, and a massive book is propped up nearby—as if someone had recently been reading while eating. The book is not magical, and is in a language unknown to the thief. (A successful Read Languages check reveals that the book deals with the usage of ibex tails in potions.) A beautiful silver goblet half full of wine and a bottle stand nearby. The goblet is worth 20 sp.

Basement

8. Store-room

This large, stone-vaulted chamber is filled with sealed barrels holding all pickled and otherwise preserved foods. There is a well-stocked wine rack as well. Although many slots are empty, there are still 35 bottles of different kinds of wine here, worth 1d20+40 gold pieces each.

9. Secret Passage

A secret door leads to a rough-hewn passage

and a concealed exit on the moor outside of the courtyard wall. It is not locked, but can be bolted from the passage side.

Second Floor

10, 11. Guest Bedrooms

These rooms are similar, both richly furnished in a style similar to the Drawing Room. There is nothing of particular interest (in other words, nothing valuable that can be carried away) here.

12. Bathroom

This chamber is similar to the toilet on the first floor, but it also contains a small stove for heating water, and a bathtub in the shape of a seashell.

Third floor

13. Study

The walls of this cluttered room are covered with bookshelves packed with tomes, scrolls, and piles of manuscript pages in no discernible order (none are magical). In the center of the chamber is a massive desk, littered with papers. The papers are covered with unintelligible scribbles and diagrams. A secret drawer is in the desk, which contains a scroll with a single spell: *water breathing*. Opening this drawer, requires a successful Find/Remove Trap roll, or the thief will be pricked by a needle tipped with a sleeping drug. The thief must make a saving throw vs. poison with a -1 penalty. Should he succumb, he will wake up several hours later in one of the guest beds. He will have been relieved of his weapons, and the lighthouse keeper will be sitting nearby, invisible. A conversation much like the one described in "The Lighthouse Keeper" will then ensue.

A secret door leads from this room to Area 15.

14. Laboratory

This door is locked. Inside are tables covered with beakers, books of all kinds, and several jars filled with fluid (formaldehyde) and strange little creatures floating inside. A secret door leads to the concealed chamber.

15. Concealed Chamber.

Secret doors from Areas 13 and 14 lead to this room. The secret doors can be barred from inside. This room is primarily a hiding place, but the keeper also stores some things here. On a small table is a chest (locked: it requires an Open Locks roll with a -10% penalty to open) containing 50 gp and 150 sp. Next to it is a tube that contains three scrolls (they are not magical, but are diagrams illustrating the workings of the light mechanism at the top of the tower), and on a shelf are five vials, each labeled in a language unfamiliar to the thief. (They are two *potions of healing*, one *potion of invisibility*, one of *detect invisible*, and one of *infravision*.)

Fourth floor

16. Antonus' Bedchamber

This is a large room with a gigantic four-poster bed (with sea-horses on the tops of the posts) and other massive furnishings. The bed has been made with great care, and a silver piece might be bounced off the covers. Windows look out across the moor and over the sea. Nothing of value is found here.

17. Bathroom

This room is similar to the toilet on the first floor, but it also has a small stove for heating water and a bathtub.

Fifth floor

18. Light Chamber

This fabulous chamber is almost twenty feet high. The stone staircase ends in the center of the room, but an ornate brass grillwork surrounds it, supporting the platform ten feet above which holds the light mechanism.

Access to the platform is gained by a narrow spiral stair, also of brass. The floor of this glass-sided chamber is of polished stone, inlaid with a compass rose. One can walk all around the perimeter of the chamber, which has a breathtaking, unobstructed view of the island and ocean. A telescope sits on a tripod, aimed at Kalindon—which can just be spotted peeking over a hill.

Running outside of the glass wall is an iron floored-and-railed balcony; a glass door permits access. If the thief steps out, the wind roars around him, though he cannot even hear a whisper through the glass while inside.

At the base of the brass stair is what looks like a small control panel on a pedestal. It has two on/off switches and two dials. The switches are labeled (in Common) "Light" and "Rotation." There is also an odd-shaped hole in the panel that looks like it might hold some sort of key. Throwing the switches produces no results.

The thief may try to pick the lock but it is extremely sophisticated and is trapped. First, he will have to make a Find/Remove Trap roll with a -15% penalty or suffer 5d6 points of electrical damage. (The trap resets itself automatically and can deliver unlimited charges.) Then he must pick the lock, which requires an Open Locks roll with a -30% penalty. All this effort will allow him to turn the light on and off and control the rotation. One knob controls speed, the other can adjust the color of the light. Admittedly, it is a pretty impressive sight to see this machine in operation, especially for someone who is not familiar with any sort of technology.

The most interesting object is perhaps the light projector itself—an orb about 6 inches in diameter, set inside a lantern with a pair of focusing lenses. The entire lantern rotates, controlled by a complex machinery of brass gears. The thing is quite complex, and is obviously well oiled and kept in excellent working order. It is an interesting fusion of magic and technology, but there is nothing here a thief could take away.

It is only now that the lighthouse keeper (who has been invisible, watching the thief) makes his presence known

The Lighthouse Keeper

The character suddenly hears a clear voice via a *message* spell.

"Sent you to get rid of me, have they? Constable Dorn is an even bigger coward than I thought." Somewhere downstairs, a door slams shut. "Speak! State your excuse for intruding in my home!"

This should be enough to make anyone jumpy. Of course, it is Antonus, and he means the thief no harm. But before he shows himself, he wants to make sure that the character won't harm *him*.

The DM should role-play this interchange. Antonus is currently standing on the platform next to the lantern. Antonus knows where the thief came from, of course, having rescued him a few days earlier, but now he wants to determine the thief's motives. If the thief has been pilfering, Antonus might make a sarcastic comment about a fine thanks for saving his life.

If the thief has any doubts about who is on the moral high ground, his visit to the lighthouse should dispel them. The keeper is completely

sane, intelligent, and aside from being wary of an armed stranger, friendly and hospitable.

This is also an opportunity to learn from Antonus more about the pirates and the corruption and fear they have spread through Kalindon.

Specifically, Antonus knows that the *Black Moon* is a pirate vessel, and he knows the location of the pirates' secret base on the west side of the island. He is well aware of how the pirates operate and has seen several of their raids. However, the keeper feels helpless because he fears to leave his tower, and the king to whom he has sworn allegiance has not sent a messenger in many years, so he cannot report these heinous deeds.

Part of Antonus' problem is that he is unsure of who in Kalindon is willingly in the pirates' pay, and who goes along with this charade out of fear. He can warn the thief to avoid Dorn, but that is all he knows about the villains in town. He can also encourage the thief to seek out Shantala the Healer and Helcar Mirs the Smith, since he knows them to be trustworthy.

Finally, Antonus will urge the character to either carry a message to the mainland for him, or, ideally, go the secret cove and shut down the pirate operation himself. Antonus invites the PC to spend the night at the tower while he prepares a map of Beacon Point, as well as a message to his liege (a ruler who is not too far, yet not too handy).

The next morning, Antonus sends the thief on his way with the gift of a *potion of invisibility*, entreating him to do what he feels is right.

That is assuming, of course, that the thief doesn't decide to try to kill the wizard. The DM will have to deal with that possibility. Antonus is cautious and powerful. It's very unlikely that the thief could get the better of him before being polymorphed into a newt. Should the thief succeed in the assassination, however, he will undoubtedly be offered a spot among Balmec's band of cut-throats.

Should the thief choose to go to the pirate base, continue with the next section. If he decides to follow a safer course and carry a message to the mainland, go to the "Concluding the Adventure" section.



An Unexpected Meeting

The coast road continues past the lighthouse, though at times it deteriorates into little more than a dirt path.

The lands north of the lighthouse is all but devoid of life. The desolate moor extends from the sheer cliff that plunges into the churning sea to several miles inland. As the thief follows the path, a few tortured trees can be seen here and there, but no sign of civilization. Eventually, he reaches a ruin built upon a rocky outcropping. It seems to have once been a chapel, but now is no more than a few tumbled walls. A chill hangs over the place. This ruin is the perfect place for the DM to develop a forgotten dungeon or other side-adventure.

The land descends for awhile, and the path becomes more clear. In fact, the thief may realize that he is now walking on what was once a road paved with stone. That was long ago, however, and many of the stones are broken or missing. However, the way is clear, and the road winds right up near the shore, at times becoming a causeway with water on both sides. The side inland is more of a marsh, choked with cattails and tall grass and groves of strange trees with thick roots rising out of the water.

The thief should make two Intelligence checks. If successful, he catches a glimpse of something that appears vaguely humaoid surfacing in the nearby ocean, the vanishing into the depths again. If two successful checks are made, the second one means the thief spots at least six humanoids swimming in the water, seemingly traveling alongside him.

For almost an hour this continues, but then, without warning, several large fish-like beings leap partway out of the water on either side of the road and surround the character. Using tridents, they herd him off the road and into the shallows on the seaward side, where they watch him from mostly submerged positions in the ebb and flow of the lapping waves. These are locathah, an aquatic race of beings. (They are described in full on page 228 of the *Monstrous Manual*™.)

Locathah Warriors (15): Int Very; AL N; AC 8; MV 1, Sw 12; HD 2; #AT 1; THAC0 17; Dmg 1d6 by short sword or trident; SZ M; ML 9; XP 35.

There are too many locathah to fight, so the character should behave in a civil manner when the chieftain swims up.

Locathah Chieftain (F4): Int Very; AL N; AC7 (from +1 *belt of protection*); MV 1, Sw 12; HD4; hp 18; #AT 1; Dmg 1d6+3 by *trident* +3; SZ M; ML 9; XP 120.

Another creature suddenly rises out of the water. He is a bit taller than the others, wears a necklace and belt of beautiful pearlescent ornaments, and carries a large trident fashioned of a gleaming silver metal. Speaking in a gurgly common tongue, the leader introduces himself as Thessich. While his men hold very sharp-looking tridents pointed at the PC, Thessich asks, "Are you a member of the tribe on the inner coast or the outer coast?"



It may take the character a moment to understand that he is asking whether the thief is from the pirate camp (inner coast, toward the shoals) or Kalindon (outer coast, toward the open sea). Claiming to be a pirate will get him killed, while saying that he is from Kalindon will produce angry wheezing. The truth—that he is a survivor of a shipwreck—will garner some sympathy.

“So you are a victim of the inner tribe—those who kill their own kind and take gold? We are victims too. They hunt my tribe for sport, and perhaps because they fear us. Why do you go to the home of the hunters?”

If the thief explains that he wants to break up the pirates and their base, the locathah will be pleased, “We will allow you to go. We will watch, and perhaps help. But we do not like the bright torches or the blades.” The chief gives the character a shell necklace with a large, pearlescent spiral shell hanging from it. Then the aquatic creatures vanish into the water as quickly as they had come.

Soon after the encounter with the locathah, the land becomes steep and rocky. As the map notes, the road passes through a series of caves.

A Dark Passage

Antonius’ map shows a cave passage leading to the secret pirate cove. It doesn’t require too much effort to find the entrance—in fact, it looks as if it might have been expanded and cleared long ago by the hands and tools of man.

Twenty feet inside the cave, the thief notices that he (and the path) are bathed in a strange blue glow. It is the pearlescent shell that the locathah chief gave him that is lighting his way in the darkness.

Fortunately, the path is also fairly obvious. It seems clear that this was originally a natural cave complex, but one main passage-way was leveled out by some long lost culture. There are side passages and chambers, but the main path

is always clearly marked by its smooth sides and flat floor.

Should the character decide to investigate one or more of the side passages, the DM should roll 1d6 and consult the following chart:

- 1-2: No Encounter.
- 3: 1d6 sleeping pirates; they should be on guard in the main tunnel, but, as the empty wineskins show, chose to take a little break.
- 4: Two cave fishers lair in this cave.

Cave Fishers (2): Int Semi; AL N; AC 4; MV 1; HD 3; hp 21, 17; THAC0 17; AT#2; Dmg 2-8/2-8; SA Adhesive trapline; SZ M; ML 11-12 XP 175 each.

- 5: One experienced pirate guard; the PC will be alerted to his presence by the fact that he is humming to himself. A successful Move Silently roll will allow the character to get a surprise Backstab attack.
- 6: An empty cave, except for scattered fragments of pottery and ancient remnants of broken tools.

Eventually, the PC emerges into a small, steep valley. In the center is a narrow inlet to the sea, and the docked pirate ship *Black Moon*.

The Pirate Cove

Clustered around the inlet and dock are a number of stone buildings; a cave entrance is visible nearby. The buildings look very old, and some of them look like temples.

A total of 40 pirates are here, plus Balmec and Irduin (if he is still alive). During the day, the place is bustling with activity: repairing the ship, cleaning, cooking, eating, and general milling-about. Two guards are at the shrine and one at the entrance to the cave. At night there are three guards: one on the ship, one at the shrine, and one near the monastery. They are usually fairly attentive, risking Balmec’s wrath for sleeping on the job.

There are many opportunities here for the thief to explore . . . and get a share of the booty for himself if he is so inclined. But he must be wary at all times.

Even if the PC is caught, all is not lost: if he is a fast talker, the PC might even convince the pirates that he wants to join them! (This scheme will only work if the thief has refrained from any saber-rattling in Kalindon that might have gotten back to Balmec.)

Main Temple (Balmec's Quarters)

This is the tallest of the structures. It is a pyramid 100' across on each side that steps up to a 25 x 25' platform and is topped with a stone temple. Balmec makes his home inside the rectangular temple. The opening is covered by a heavy tapestry, and inside it is opulently furnished. Under the bed is a strongbox (locked, requires an Open Locks roll with a -10% penalty) filled with 150 silver pieces, 100 gold pieces, and 800 gp in gems (rubies, sapphires and one emerald worth 300 gp alone).

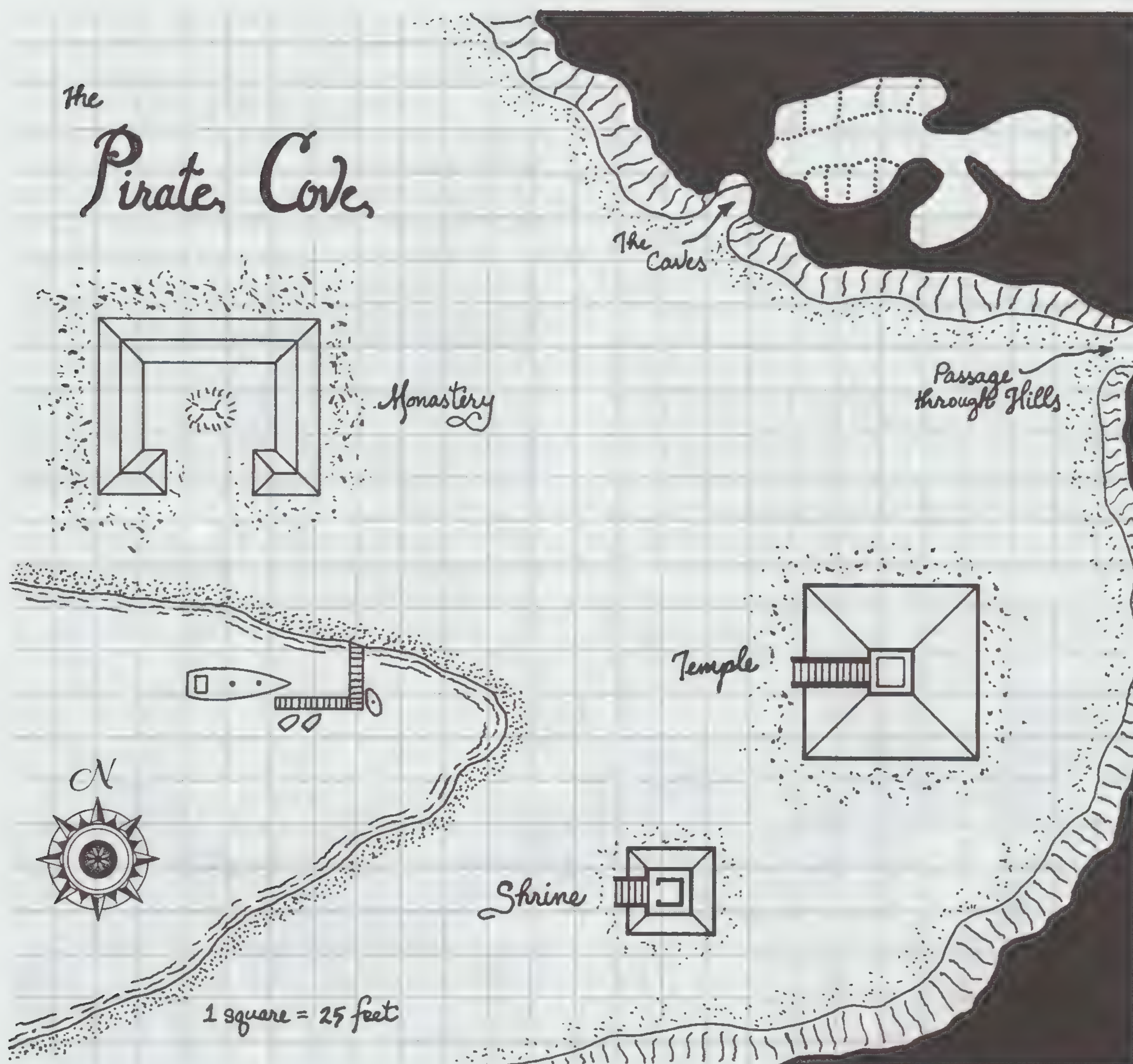
If the thief has not caused any kind of havoc before entering Balmec's quarters, there is a 100%

chance he is here, and a 60% chance he is sleeping. When he is in bed, he is unarmed and unarmored: This equipment is on top of the strongbox. If the pirate captain is sleeping, there it will be an easy task to capture him. (Getting past Balmec's men, however, is a different matter.)

Unless the PC attacks Balmec in a hostile fashion, the pirate captain will congratulate him on his cleverness and otherwise flatter him and make small talk. Eventually, Balmec will offer the thief a chance to join his crew, saying that he is always looking for motivated and intelligent self-starters. Balmec is highly charming, friendly, and apologetic for any hardships the PC has been through. If Allie is mentioned, Balmec assures the thief that his friend will be released. If the thief joins the pirates, go to the section titled "Conclusion"

If the PC takes a hostile move against Balmec, the pirate will attempt to draw or reach his weapons to defend himself. He will also try to shout for help at the top of his lungs. Both Balmec and the





arriving pirates (which reach the temple in groups of $1d4 + 1$) will fight until the PC is dead. It is of course possible that a powerful PC may kill Balmech before dying himself, but the pirates will feel strong in their numbers.

Kind DMs may want to use one of the options presented under "Dealing with the Pirates" as a way to help the PC escape should the final situation arise.

The Shrine (Vault)

A small stone structure atop a low step pyramid, the shrine is the entrance to an underground chamber. On top of the pyramid is a small chamber, its single narrow entrance facing west. In the center of the room is a large sarcophagus with what appears to be a heavy stone lid covered with bas-reliefs depicting strange rituals. However, hidden in one of these pictures is a switch,

detectable with a successful Find Traps roll. It causes the lid of the sarcophagus to swing open. Inside, instead of a body or coffin, is a stone stairway leading down to a meditation chamber. Here lies the greater part of the pirate treasure. The breakdown is as follows:

Five locked chests, requiring an Open Locks roll with a -10% penalty. They contain a total of 10,000 cp, 9,000 ep, 3,000 sp and 1,000 gp. However, the coins are all mixed in together.

Ten small wooden boxes. Each contains 3-4 pieces of jewelry (necklace, ring, bracelet, belt, tiara) made of gold or silver and usually set with gems. The value of each piece is 50-200 gold.

- One *Battle-ax* +2

- Two *Swords*, +2-

- One *Sword* +1, +4 vs. trolls

- Three *Swords* +1.

Horn of Fog (description on page 172 of the *DUNGEON MASTER*® Guide).

The PC's stolen items (if any).

In addition, there are dozens of weapons, some valuable, but none magical. The DM may wish to alter the nature of the treasure to fit within his world scheme.

Monastery (Other Quarters)

This is a large U-shaped structure which is essentially a long string of 30 small chambers. Once it was a monastery, but now it serves as quarters for the pirates. In the center of the courtyard, the pirates have built a crude structure to serve as kitchen and dining hall. Their individual rooms are furnished only with cots and small chests for their belongings.

Each pirate also has a strongbox in his room that holds his personal share of the loot (the pirates dare not steal from each other or chaos would reign). The shares will vary with the seniority of the pirate from 20 silver pieces (which may actually be made up of copper and bronze pieces) to 80 gold pieces (mostly in gold and gems). Each box is locked and carries a +10 or +15 percent bonus to Open Locks rolls due to the simple locks.

The Caves

Sometimes the pirates take prisoners for their callous amusements or to recruit as pirates. Until they are trustworthy or killed, they are kept in cells in the outer caves. There are ten cells, and eight of them have prisoners (five are women). Irduin holds the keys to these cells; the locks may be picked on successful Open Locks rolls with +10% bonuses.

The PC's friend from the ship, Allie, is held here, as well as:

Prisoners (8 0-level humans): AC 9; MV 12; hp 5; #AT 1; Dmg by weapon N/A (unarmed) AL N; THAC0 20. They are dressed in tattered clothes, and will be reluctant to help the thief, even if freed.

Should the DM wish for Allie to assist the player character in a struggle against the pirates, this NPC is a 7th-level thief with a Dexterity of 16. Some of the magic items in the Vault belong to Allie as well.

Farther into the mountain are small caves used to store food and bulky supplies. There are several small kegs of gunpowder here (if such exists in the DM's world).

The Ship and Dock Area

The *Black Moon* is two-masted caravel, and is very fast and maneuverable. The ship has two small cannons (if gunpowder exists in the DM's world; if not substitute ballistae), and a ballista on deck. When in dock, she is pretty much empty except for a guard and men repairing and maintaining her. She holds no treasure unless she has just returned from a raid. Of interest to the thief might be the stores of (optional) gunpowder in the hold—enough to destroy the ship if ignited.

A large wooden dock extends in an "L" shape to accommodate the *Black Moon* on two sides. There are also two rowboats and a small sailboat here. If the thief is a skilled sailor, he might consider stealing a boat as a method of escape.

Dealing with the Pirates

Several interesting possibilities exist, depending on the initiative of the player character and how involved the DM wants nonplayer characters to be. Listed below are listed a few scenarios, ranging from most to least ambitious. In any case, the thief will need to put his skills of hiding and skulking silently about to the test.

Plan A:

Take out the pirates single-handedly.

This is a brazen idea, requiring considerable luck and skill. However, the rewards could be great in terms of fame (and experience points). Detonating the gunpowder on the ship and/or in the caves (after freeing the prisoners) would set the pirates back; capturing or killing Balmec would probably cause even more damage, because without him the pirates are leaderless.

Plan B:

The PC is offered help by Allie, Theo, Rand, and/or the locathah.

Allie may or may not be in a condition to be useful to the thief, but just as he is pondering the situation, Theo and Rand show themselves, having gotten directions to the hidden cove from Antonus. They will be eager to help in some crazy plot to take out the pirates.

As an added wild card, the locathah are watching the pirates. If they see an opportunity to strike with little risk of casualties, they will. Rising out of the water, they can throw their tridents at targets on land. Thessich might already be waiting nearby in the water when the PC emerges from the cave passage.

Both of these possibilities can be used to help a character with a good plan but bad luck (as far as dice rolls made by the player are concerned).

Plan C:

Create a diversion, get some treasure, and/or free the prisoners.

This would include a minor explosion, fire, or freeing the prisoners—anything to cause some small disruption. This will require some snooping around and a fair amount of intelligence, but if he's careful, the thief can probably pull this off without any major confrontations.

Plan D:

Scout the area of the pirate base, gather intelligence, and lay low until the trade ship arrives. Present this information and the letter from Antonus to mainland authorities.

This is the safest course, but the one with by far the fewest immediate rewards. If the character seems to be leaning toward this option due to a sense of being overwhelmed, perhaps the DM will allow a relaxing of the guards or help from one or more NPCs.

However, if the DM wishes to expand threads from this adventure into parts of his campaign, then this option is perhaps the best as it means that Balmec and his agents may come looking for the upstart who ruined their "good thing" on Beacon Point.

Conclusion

The best conclusion to this adventure would, of course, be the overthrow of the pirates, the arrest of the corrupt officials, and the releasing of the other townsfolk from fear.

However, if things don't go as well as they could for the character, or if he decides not to confront the pirates, it would still be considered a success if he escapes the island to alert mainland authorities. He may even return with royal support to route the pirates (but that would be another adventure...)

The next scheduled merchant ship arrives on time; it is an unremarkable trade ship named the *Queen of the Coasts*.

If the thief is a fugitive (possibly after killing Irduin), it is up to him to get on board in secret and buy passage; and he may have to pay a premium for the captain's silence. There is no guarantee that the captain will even be particularly interested in protecting the PC, and if the townspeople know he is on board and demand his

return, the captain will possibly comply.

If, however, the thief returns from the pirate base in triumph (maybe with Theo and Rand) and evidence that the pirates are overthrown, he could cause the uneasy peace in town to end. Those who hate the pirates (led perhaps by the smith Helcar Mirs and boatwright Goran Haldane) will take charge and overthrow Jonos and Dorn. The thief will be able to take his leave of Beacon Point in triumph and with the thanks of the citizens of the town (and hopefully with a decent reward and plus a selection of pirate-booty).

Finally, the thief may join up with the pirates due to any number of circumstances. In this eventuality, the thief should soon find the *Black Moon* a home too dangerous to remain in; be it Balmec, Irduin, or Ebie, someone will decide that he is too clever for his own good and a threat to their position. Having thrown in with those who live by the sword, the thief must now be on his guard always or he will die by the sword.



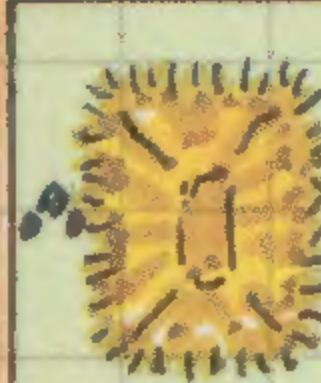
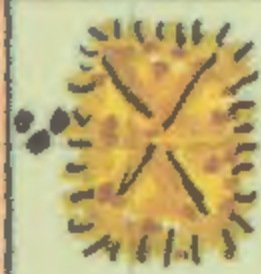
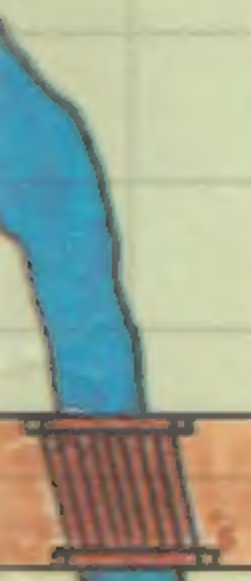
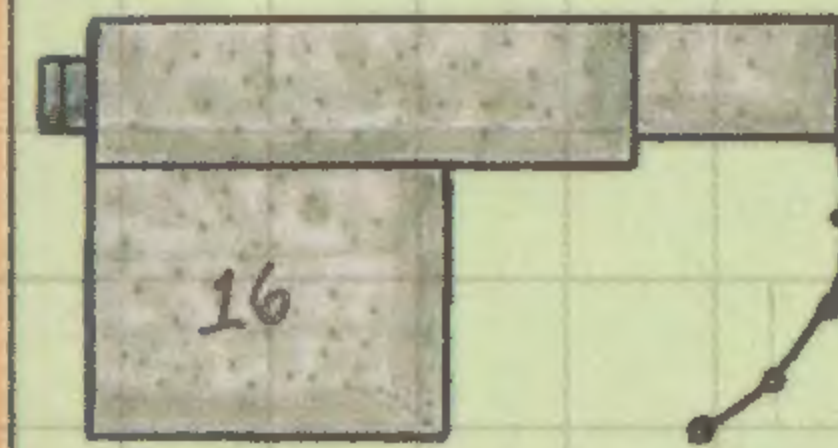
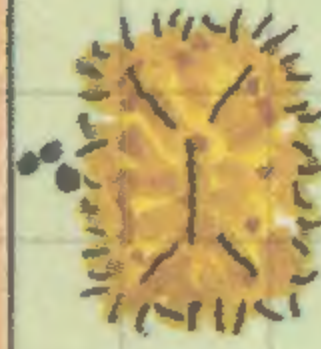
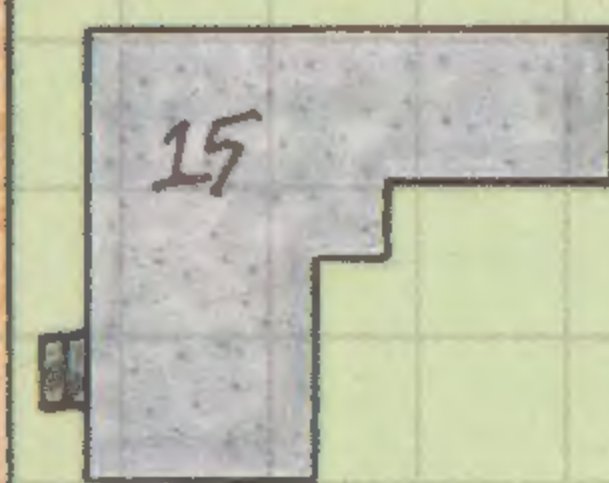
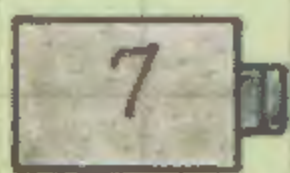
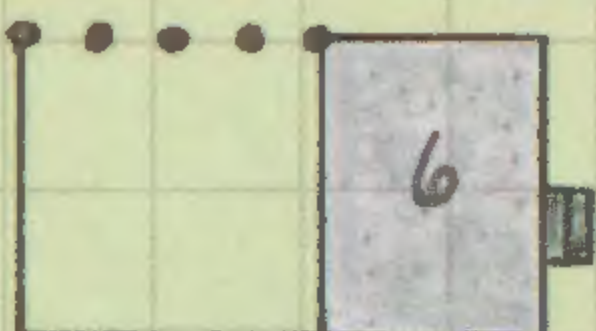
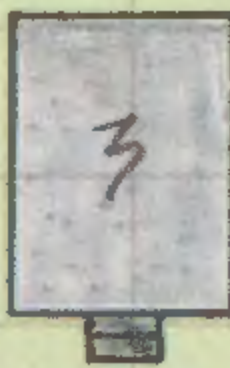
1 square = 5 yards



curved street

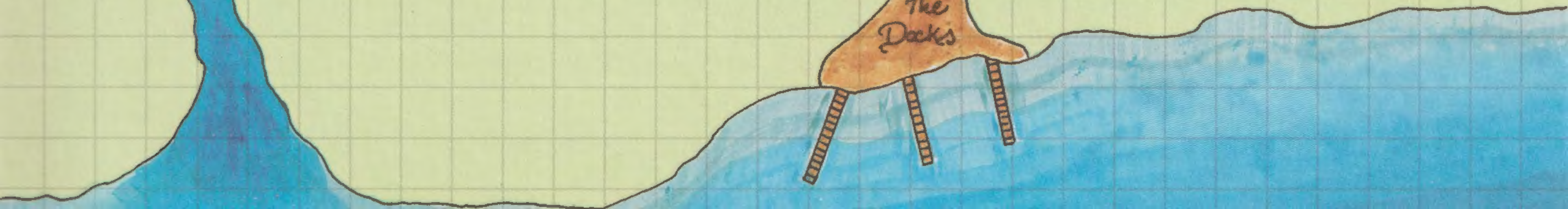
To the Lighthouse

To the Coast



The Town of
Kalindon

The Docks



Advanced Dungeons & Dragons®

For one thief player character, level 4-6 Official Game Adventure

Thief's Challenge II: Beacon Point

by Terry Amthor

Looking for opportunity and fresh pickings, a rogue hops a ship for new lands, only to leap from the frying pan into the fire. The ship is attacked on the high seas by a band of blood-thirsty pirates, and the rogue washes up on the Isle of Beacon Point . . . right at the center of the pirate's sphere of influence. Can this single player character stay alive with no more than wits and hard-earned thieving skills, escape the island, and possibly even bring down the pirates?

Thief's Challenge II: Beacon Point is a special ONE-ON-ONE™ ADVANCED DUNGEONS & DRAGONS® adventure designed for a Dungeon Master and one player character thief of levels 4 to 6. It is the seventh in a series of independent adventures focusing on an individual character of a specific class.

Sug. Retail
\$6.95 U.S.
\$8.95 CAN
£4.50 U.K.

TSR, Inc.
201 Sheridan Springs Rd.
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

ADVANCED DUNGEONS & DRAGONS is a registered trademarks owned by TSR, Inc.
The TSR logo is a trademark owned by TSR, Inc.
©1995 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

